

(19)



Europäisches Patentamt
European Patent Office
Office européen des brevets

(11) Publication number:

**0 293 679
A1**

(12)

EUROPEAN PATENT APPLICATION

(21) Application number: **88108014.7**

(51) Int. Cl.4: **G07F 17/34**

(22) Date of filing: **19.05.88**

(30) Priority: **30.05.87 JP 135934/87**

(43) Date of publication of application:
07.12.88 Bulletin 88/49

(84) Designated Contracting States:
AT CH DE FR GB LI

(71) Applicant: **UNIVERSAL CO. LTD.**
561 Arai
Oyama City Tochigi Prefecture(JP)

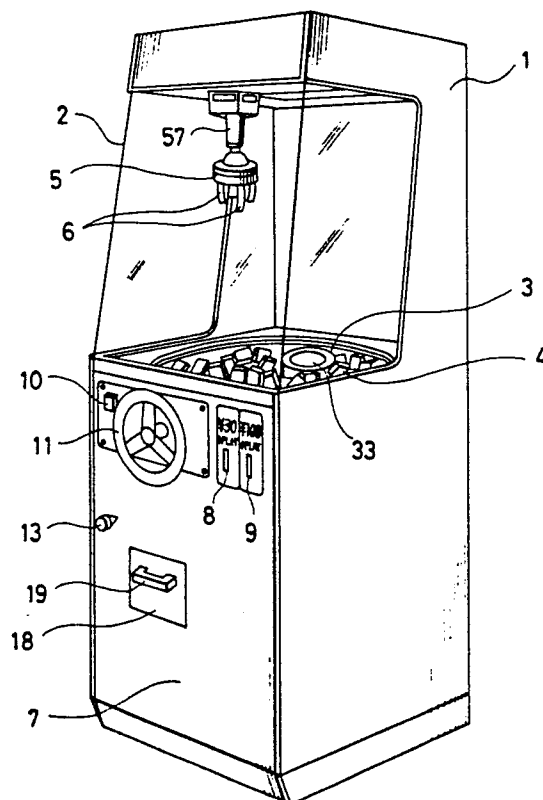
(72) Inventor: **Okada, Kazuo c/o Universal Co. Ltd.**
561, Arai Oyama City
Tochigi Prefecture(JP)

(74) Representative: **LOUIS, PÖHLAU, LOHRENTZ &
SEGETH**
Kesslerplatz 1 Postfach 3055
D-8500 Nürnberg(DE)

(54) **Crane game machine.**

(57) A crane game machine which comprises a premium article placing face (3) for putting a large number of premium articles (4) thereon, a crane (5) having a plurality of hooks (6) for grasping a premium article (4), a driving mechanism (60) for setting the crane (5) to a position on the premium article placing face (3) and for making the crane hooks (6) grasp a premium article (4) in response to a starting operation by an operator, and a grasping force changing means (70) for changing premium article grasping force of the crane hooks (6). It is difficult to gain the premium article when the premium article grasping force is adjusted to relatively small while it is easy to gain the premium article when the premium article grasping force is adjusted to relatively large. Thus, the probability of gaining the premium article can be regulated in a recreation hall or the like where the game machine is handled.

FIG.1



EP 0 293 679 A1

CRANE GAME MACHINE

TECHNICAL FIELD

The present invention relates to a crane game machine having a crane type premium article-grasping means which can be moved by an operation of a player who plays a game of grasping a premium article such as a toy, a candy or the like.

RELATED BACKGROUND ART

As the conventional crane game machine, there have been known those having a premium article placing face for putting a large number of premium articles, a crane as a premium article grasping means having a plurality of hooks and a driving mechanism disposed in a housing which has a transparent cover, and an inlet for inserting coins therethrough and a manipulating portion including a starting switch and others to be operated by a player disposed on the outside face of the housing. When the game is played, a player inserts a coin and operates the manipulating portion to move the crane to a desired position on the premium article placing face to grasp a premium article. When the hooks grasp well the premium article, the premium article is taken out so that the player can gain it. As to such a game machine, period and number of times permitting the player to play a game per coin insertion are previously decided.

In the conventional crane game machine, however, even if tips of the hooks can touch a desired premium article, it depends on random factors whether the article can be grasped up. The reason is that the premium articles on the placing face have various shapes and are positioned variously, whereas the grasping force of the hooks is constant and the premium article cannot be gained unless the hooks become into the state such that they hold the premium article therein. Therefore, in many cases, the game is over for the player without gaining any premium article. As the result, at a recreation hall, there is brought a problem such that players tend not to play with the crane game machine. Accordingly, there is a demand to raise a ratio or probability of gaining such a premium article, but as to the conventional crane game machine, the force of hooks for catching a pre-

mium article is constant as mentioned above, so there is a problem that it is impossible to increase the chance that the hooks grasp well a premium article and carry the same out.

DISCLOSURE OF THE INVENTION

An object of the present invention is to provide a crane game machine which is capable of regulating the ratio or probability of gaining a premium article by making the premium article grasping force of the crane hooks changeable.

According to the present invention, there is provided a crane game machine which comprises a premium article placing face for putting a large number of premium articles thereon, a crane having a plurality of hooks for grasping at least one of the premium articles, a driving mechanism for setting the crane to a position on the premium article placing face and for making the hooks of the crane grasp at least one of the premium articles in response to the operation for initiating the movement by an operator, and a grasping force changing means for changing the premium article grasping force of the crane hooks.

According to the crane game machine constituted as mentioned above, the driving mechanism moves the crane to a position on the premium article placing face and closes the plurality of hooks. When the hooks grasp well the premium article, the player can gain the premium article. When the grasping force changing means sets up the grasping force of the crane hooks relatively small, the ratio or probability of gaining premium article is low, while when the grasping force changing means sets up the grasping force of the crane hooks large, the ratio of probability of gaining premium article becomes high.

BRIEF DESCRIPTION OF DRAWINGS

Fig. 1 is a perspective view showing an embodiment of the present invention;

Fig. 2 is a view showing a state where a front door is opened in the embodiment of Fig. 1;

Fig. 3 is a view showing a state of a turn table interlocking to a handle in the embodiment of Fig. 1;

Fig. 4 is a perspective view of a crane portion;

Figs. 5 and 6 are sectional views showing the action of the crane hooks;

Fig. 7 is a perspective view showing a driving mechanism; and

Fig. 8 is a longitudinal sectional view showing another constitution of the crane portion.

DESCRIPTION OF SPECIAL EMBODIMENT

Fig. 1 is a perspective view showing an appearance of a crane game machine constituted so as to put a large number of premium articles on a turn table disposed in a housing. The crane game machine has a box-type housing 1, which has a transparent glass plate 2 fixed at front, right and left sides of upper part thereof so as to see inside therethrough. Inside of the housing 1, there is disposed a disc-type turn table 3 at almost same height as a lower end of the glass portion 2. On an upper surface of the turn table 3 are placed a large number of premium articles 4. Above the turn table 3, a crane 5 is hung. The crane 5 has four hooks 6 extruding downward. As mentioned in detail later, the crane 5 is driven up and down by a driving mechanism accommodated in an upper portion of the housing 1 and the hooks 6 are opened and closed synchronously with up and down movement of the crane 5.

A lower portion of the front of the housing 1 under the glass 2 is formed as a door 7 openable rotatively right side as shown in Fig. 2. The door 7 is provided at upper portion thereof with two coin insertion inlets 8 and 9, a starter switch 10 as a manipulating portion to be operated by a player when the game starts, and a handle 11 for rotating the turn table 3 by hand as mentioned later, which are attached so as to be operable from outside, respectively. In this embodiment, the number of times of game to be able to play per coin insertion is set two kinds, once and a plurality of times, for example, four times, and in order to enable the player to select either of them, two coin insertion inlets 8 and 9 are provided. At the time of playing the game, by inserting a predetermined number of coins into one of the inlets, a coin detector provided inside is actuated and a controller of the game machine is set up so as to play the game once or a plurality of times. Also, in this game machine, there is disposed at a position lower than the starter switch 10 a speaker 12 for generating predetermined effective sound during the movement of the crane.

The door 7 has a knob 13 attached to a central portion of the left side. When the knob 13 is turned under the state where the door 7 is closed, a pair of up and down safety catches 14 and 15 provided

on a rear face of the door 7 as shown in Fig. 2 are turned to lock or unlock the door. Further, the door 7 has a rectangular opening 16 disposed at the center for taking out a premium article grasped by the crane 5 as mentioned later. The opening 16 is closed with a cover plate 18 of a premium article receptor member 17 attached on the rear face of the door 7. Also, the cover plate 18 is provided with a grip 19 on its outside.

As shown in Fig. 2, the premium article receptor member 17 consists of the opening cover plate 18 positioned at the front, semi-circular side plates 20 and 21 extruding perpendicularly backward from both ends of the cover plate 18, a bottom plate 22 inclined downward from a lower end of the cover plate 18 and extruding along lower edges of both of the right and left side plates 20 and 21, and a stopper plate 23 archedly curved downward from a rear edge of the bottom plate 22. The premium article receptor member 17 is attached to the door 7 freely rotatably in a direction perpendicular to the door 7 by a pair of hinge pins 24 provided on the rear face of the door 7 at angles of the right and left side plates 20 and 21. Moreover, each of the right and left side plates 20 and 21 has an arched cutout 25 in which a guide pin 26 provided extrudingly in the opening 16 of the door 7 slidably fits. The cutout 25 acts as a guide when the premium article receptor member 17 is moved rotatively.

The premium article receptor member 17 has a function to close the opening 16 by the cover plate 18 when the end of the stopper plate 23 extending downward abuts on the rear face of the door 7 as shown in Fig. 2, and to receive and hold the premium article which has been grasped and taken off by the crane 5 as mentioned later, at the bottom plate 22. In this state, if the grip 19 is pulled from outside of the door 7, the premium article receptor member 17 is rotated to uncover the opening 16 so that the player can take out the premium article.

Next, the means for rotating the turn table 3 when the player operates the handle 11 is illustrated with reference to Figs. 2 and 3. The handle 11 has a shaft 27 acting as a center of rotation, which is penetrated through the door 7 and is fixed with a frictional roll consisting of a roller 28 made of a highly frictional material such as a rubber at the end. On the other hand, the turn table 3 is attached rotatably on a base 31 which can be pulled out to our side (front side) from the inside of the housing 1 when the door 7 is opened. The base 31 is partly cut out at a front edge. In the state where the door 7 is closed after the base 31 equipped with the turn table 3 is accommodated in the housing 1, as shown in Fig. 3, the roller 28 rotating with the handle 11 as one body is positioned at the cutout portion of the base 31 and

abuts on the fringe of the lower face of the turn table 3. Therefore, if the handle 11 is rotated, the turn table 3 is rotated due to friction with the roller 28. However, if the handle 11 is rotated quickly, slip is generated around the roller 28, resulting in impossibility for the turn table 3 to follow the rotation of the roller 28. Thus, the positioning of the turntable 3 to the crane 5 becomes more difficult and hence, the amusement of the game can be enhanced.

The turn table 3 has an opening 33 on its circular face for discharging the premium article 4 held by the hooks 6 of the crane 5 and correspondingly the base 31 has an opening 34. Further, in the housing 1, under the opening 34 of the base 31 is formed a passage 35 for leading the premium article 4 to the bottom plate 22 of the premium article receptor member 17 mentioned above.

Then, the crane and the driving mechanism as the premium article capturing device are illustrated.

The crane 5 has a domed casing 41 accommodating four hooks 6a, 6b, 6c and 6d freely openably and closeably, each two of which are faced each other, as shown in Figs. 4 to 6. A top portion of the casing 41 is formed as a cylinder 42, which is provided at upper position of the side with a pair of projections 43a and 43b, each of which has a perforation. A pair of rings 44a and 44b passed through the perforations of the projections 43a and 43b, respectively, are connected to another pair of rings 46a and 46b through small rings 45a and 45b, and also an end of a first chain 47 is connected to the pair of rings 46a and 46b.

A second chain 48 is connected to an upper end of a movable member 50 accommodated in the casing 41 freely movably up and down. A lower end of the movable member 50 is extruded in four directions, and to the four extruding end portions are connected projecting points extruding almost rectangularly from the bases of the hooks 6a to 6d, respectively, by hinge pins 51 freely rotatably. The bases of the hooks 6a to 6d are connected to ends of connector rods 53 by hinge pins 52, and other ends of the connecting rods 53 are connected to the casing 41 by hinge pins 54, respectively. The lower end of the cylinder portion 42 are extruded downward inside of the casing 41.

A third chain 49 is connected to an upper end of a cylindrical weight member 55 positioned above the casing 41 by a pair of rings 56a and 56b. The third chain 49 is set up in the state where the weight member 55 is kept above the casing 41 or put on the casing 41 by a solenoid provided as a grasping force changing means which can change the force that the hooks 6 of the crane 5 grasp the premium article 4, as mentioned later.

The above-mentioned three chains 47, 48 and

49 are passed upward through a cylinder 57 hung from the inner ceiling of the housing 1 as shown in Figs. 1 and 4 and are connected to a driving mechanism 60 (Fig. 7) accommodated in the upper part of the housing 1.

As shown in Fig. 7, the driving mechanism 60 comprises a rotation power unit 61 including a motor and driving gears, a first link 63 which is fixed at one end to a rotation output shaft 62 of the rotation power unit 61, and a second link 65 which is connected to the first link 63 so as to form almost L-shape by a connecting rod 64 provided at another end of the first link 63. The driving mechanism 60 is fixed to a mounting plate 66 vertically attached in the upper portion of the housing 1. An upper end of the first chain 47, which is connected to the casing 41 of the crane 5 as mentioned above, is connected to a free end of the second link 65 by a second connecting rod 67, while upper ends of the second chain 48 and the third chain 49 are connected to the first connecting rod 64 by which the two links 63 and 65 are connected in L-shape. It also should be noted that the upper end of the third chain 49 may be connected to a second connecting rod 67.

To the mounting plate 66 of the driving mechanism 60 mentioned above is attached a solenoid 70 as the grasping force changing means for changing the premium article grasping force of the hooks of the crane 5. The solenoid 70 has a plunger 72 equipped at top with a hook 71 which is engaged with the third chain 49 and a spring 73 for extruding the plunger 72 when the solenoid 70 is not electrically supplied. The solenoid 70 is electrically supplied from a predetermined electric source via a manual switch or a drive control circuit (not shown). In the state where the plunger 72 is extruded as shown in Fig. 7, the hook 71 of the top of the plunger 72 pushes the third chain 49 to impart a tension, thereby keeping the weight member 55 above the casing 41 by the third chain 49, as shown in Fig. 5. On the other hand, when the solenoid 70 is electrically supplied, the plunger 72 is moved back against the counterforce of the spring 73 to release the tension of the third chain 49. Accordingly, as shown in Fig. 6, the weight member 55 is put on the casing 41 to add a weight thereto.

Next, the action of the embodiment mentioned above is described.

In the state of waiting, the driving mechanism 60 pulls the first chain 47 to keep the crane 5 at the upper position and hangs it down as shown in Fig. 1, while the second chain 48 is not pulled so that the movable member 50 of the crane 5 is positioned down as shown Fig. 5(A) and the hooks 6a to 6d are opened. The solenoid 70 is not electrically supplied and the plunger 72 is extruded

as shown in Fig. 7 to add a tension to the third chain 49 by the hook 71 of the top, whereby holding the weight member 55 above the casing 41.

In this state, a player inserts a predetermined number of coins into any one of the coin insertion inlets 8 and 9, thus he can play the corresponding number of games.

Then, the player turns the handle 11 to rotate the turn table 3 for bringing a desired premium article among a lot of the premium articles 4 placed on the upper surface of the table right under the crane 5. At this time, the rotation of the handle 11 is communicated to the turn table 3 via the roller 28 consisting of a friction wheel, so that if the handle 11 is rotated quickly or stopped suddenly, the roller 28 is slipped and hence, it becomes difficult to rotate the turn table 3 in accordance with the handle operation. Therefore, the amusement of the game is increased.

When the positioning of the turn table 3 by the handle operation mentioned above is completed, the starter switch 10 is then pushed. Thus, the rotation power unit 61 of the driving mechanism 60 is initiated to rotate the almost L-shaped links 63 and 65. The crane 5 is fallen down by the first chain 47 which hangs down the crane 5. The fall of the crane 5 is continued until the fall of the first chain 47 due to the rotative movement of the second link 65 is stopped. When the fall is stopped, the crane 5 is placed at a position where the hooks 6 can grasp the premium article 4 on the turn table 3. The length of the chains and links and the positions thereof are previously decided so that the almost L-shaped links 63 and 65 pull the second chain 48 instead of the first chain 47 to take up the movable member 50 in the crane 5 and to close the hooks 6a to 6d. With the rise of the movable member 50, the hooks facing each other are rotatively moved in the direction closing each other to close the hooks 6. Thus, when the premium article 4 is grasped well by the hooks 6, the premium article 4 can be gained.

When the hooks 6 are closed as mentioned above, the crane 5 is then started to rise. This rise is realized by the extruded lower terminal of the movable member 50 taken up by the second chain 48 is abutted on the lower terminal of the cylindrical portion of the casing 41 as shown in Fig. 5-(B) as the rotatively movement of the L-shaped links 63 and 65. Thus, the crane 5 is pulled by the second chain 48 to rise and returns to the initial upper position. When the crane 5 has reached this position, the L-shaped links 63 and 65 give a tension to the first chain 47 to hang down the crane 5, while the second chain 48 becomes into the state of not pulled so that the movable member 50 is descended down and the hooks 6 are opened.

As the result, the premium article, if it is grasped, is dropped down.

Accordingly, when the crane 5 can grasp the premium article with its hooks 6, the player turns the handle 11 to rotate the turn table 3 to bring the opening 33 to right under the crane 5 before the rising crane 5 reaches the upper position. When the operation goes well, by opening the hooks 6, the premium article 4 falls to the passage 35 though the opening 33 of the turn table 3 and the opening 34 of the base 31 and is received by the premium article receptor member 17. Accordingly, the player pulls the grip 19 to uncover the opening 16 of door 7 and can take out the premium article.

Thus, one game is completed. When the the player selected one as the number of times of game at the time of coin insertion, the driving mechanism 60 stops in the state where the crane 5 having the hooks opened returns to the upper position. On the other hand, when the plurality number of times of game was selected, the crane 5 and the driving mechanism 60 repeat the above-mentioned actions corresponding times.

The above actions are conducted in the state where the weight member 55 is kept above the casing 41 by giving a tension to the third chain 49. At this time, the premium article grasping force of the hooks is determined by the weight of the casing 41. The reason is as follows: though the hooks 6 of the crane 5 are closed by lifting the movable member 50 up to abut on the casing 41 as shown in Fig. 5(B), in the case where the weight of the premium article, that is, the force to open the hooks, exceeds the force to close the hooks, the hooks 6a to 6d are opened again by pushing up the casing 41 via the connecting rod 53 of the basic end portion of the hooks 6a to 6d. When the casing 41 is relatively light, the casing 41 is pushed up with ease correspondingly so the premium article grasping force of the hooks becomes also weak. As the result, even if the hooks grasp the premium article well on the premium article placing face, the probability of taking up the same is low and the premium article gaining ratio is low.

When the hook closing force is increased to heighten the premium article gaining ratio, the weight member 55 is placed on the casing 41 to add the weight by releasing the tension imparted to the third chain 49 in the above-mentioned embodiment. That is, for example, the handler for the crane game machine turns on the electric power switch of the solenoid 70 to electrically supply to the solenoid 70, thereby pulling back the plunger 72 to release the tension of the third chain 49. As the result, as shown in Fig. 6(A), there is obtained a state where the weight member 55 is put on the casing 41 to add the weight thereto.

In this state, the player operates the starter

switch 10 to initiate the movement of the rotation power unit 61 of the driving mechanism 60, as in the case of Fig. 5, the crane 5 is descended to the position on the premium article placing face to close the hooks 6a to 6d as shown in Fig. 6(B). When the premium article 4 is grasped well by this action, since the premium article grasping force is increased by the weight of the weight member 55, the probability to take up the premium article 4 becomes larger than in the case of Fig. 5, resulting in high facility of gaining premium article for the player.

As mentioned above, the operation for increasing the ratio of gaining premium article is carried out by driving the solenoid 70 in a ratio of, for example, one tenth or one twentieth, that is, one time per 10 or 20 games. In this case, the solenoid 70 is provided with a drive control circuit to control the electrical supply in above-mentioned ratio.

Next, Fig. 8 shows a constitution in which in the crane 5 of the above-mentioned embodiment, a spring 58 is interposed between the lower end of the cylindrical portion 42 of the casing 41 and the lower end extruding sideways of the movable member 50. In this case, the force for closing the hooks 6a to 6d, that is, the premium article grasping force can be controlled correspondingly to the elastic force of the spring 58. The premium article grasping force of the hooks can also be regulated by controlling the electric current for driving the solenoid so as to change suitably the tension added to the third chain 49 from the solenoid 70 in Fig. 7.

It is further understood by those skilled in the art that foregoing description is a preferred embodiment of the disclosed invention and that various changes and modifications may be made without departing from the spirit and scope of the invention. For example, the face for putting the premium article is not limited to the disc-typed turn table of the embodiment, but it may be a fixed flat board. In this case, the driving mechanism of the crane is constituted so as to transfer not only in up and down directions but also forward and backward, and right and left. Also, the grasping force changing means is not limited to those of weight addition system by the weight member as in the embodiment, but it may be one enable to suitably change the closing force of crane hooks. Further, as the means of hanging down the crane can be used a rope or the other cord besides the chain.

Claims

1. A crane game machine comprising a premium article placing face (3) for putting a large number of premium articles (4) thereon, a crane (5)

having a plurality of hooks (6) for grasping at least one of said premium articles (4), and a driving mechanism (60) for setting said crane (5) to a position on said premium article placing face (3) and for making said hooks (6) of said crane (5) grasp said premium article (4) in response to a starting operation by an operator, which is characterized by having a grasping force changing means (70) for changing premium article grasping force of said crane hooks (6).

2. A crane game machine according to Claim 1, wherein said crane (5) has a casing (41) attached with said hooks (6) openably and closeably, a movable member (50) moving up and down with interlocking to opening and closing movement of said hooks (6) at the underside of said casing (41) and a weight member (55) positioned above said casing (41); said driving mechanism (60) has links (63, 65) connected to said casing (41), said movable member (50) and said weight member (55) via hanger means (47, 48, 49) and a rotation driving means (61) for rotating said links (63, 65), thereby lifting said movable member (50) via said hanger means (48) to abut on said casing (41) and closing said hooks (6) on said premium article placing face (3) to grasp said premium article (4); and said grasping force changing means (70) includes a solenoid which adds a tension to said hanger means (49) connected to said weight member (55) so as to keep said weight member (55) above said casing (41) and which is actuated to release said tension so as to put said weight member (55) on said casing (41) to bring a weight added condition.

3. A crane game machine according to Claim 2, wherein said hanger means comprises three chains (47, 48, 49) connected at upper terminals thereof to said links (63, 65) and at lower terminals thereof to said casing (41), said movable member (50) and said weight member (55), respectively.

4. A crane game machine according to Claim 3, wherein said weight member (55) is formed as a cylinder, through which said chain (48) connected to said movable member (50) is passed.

5. A crane game machine according to Claim 2, 3 or 4, wherein a spring (58) for regulating said premium article grasping force of said hooks (6) is disposed between said casing (41) and said movable member (50).

FIG. 1

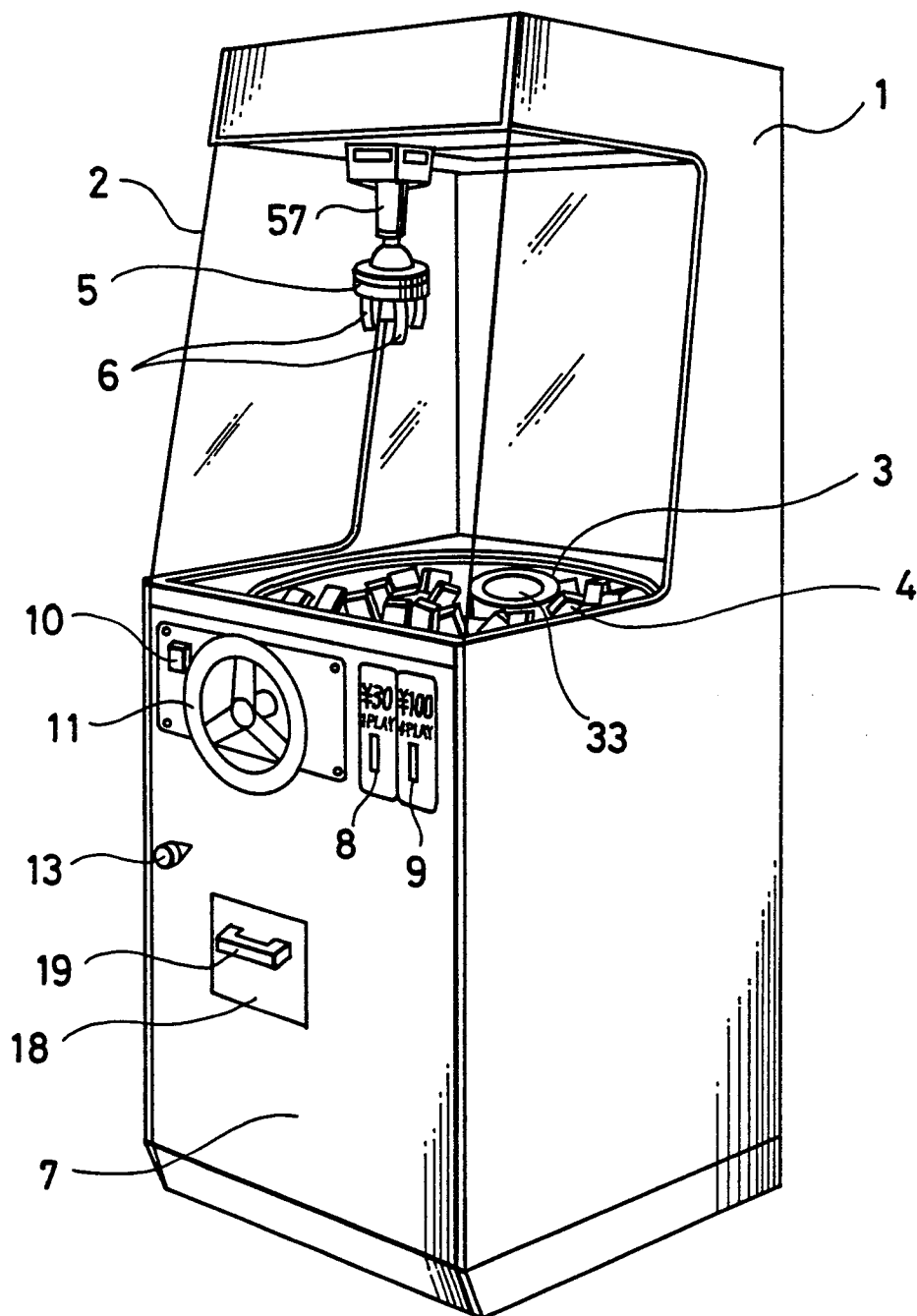


FIG. 2

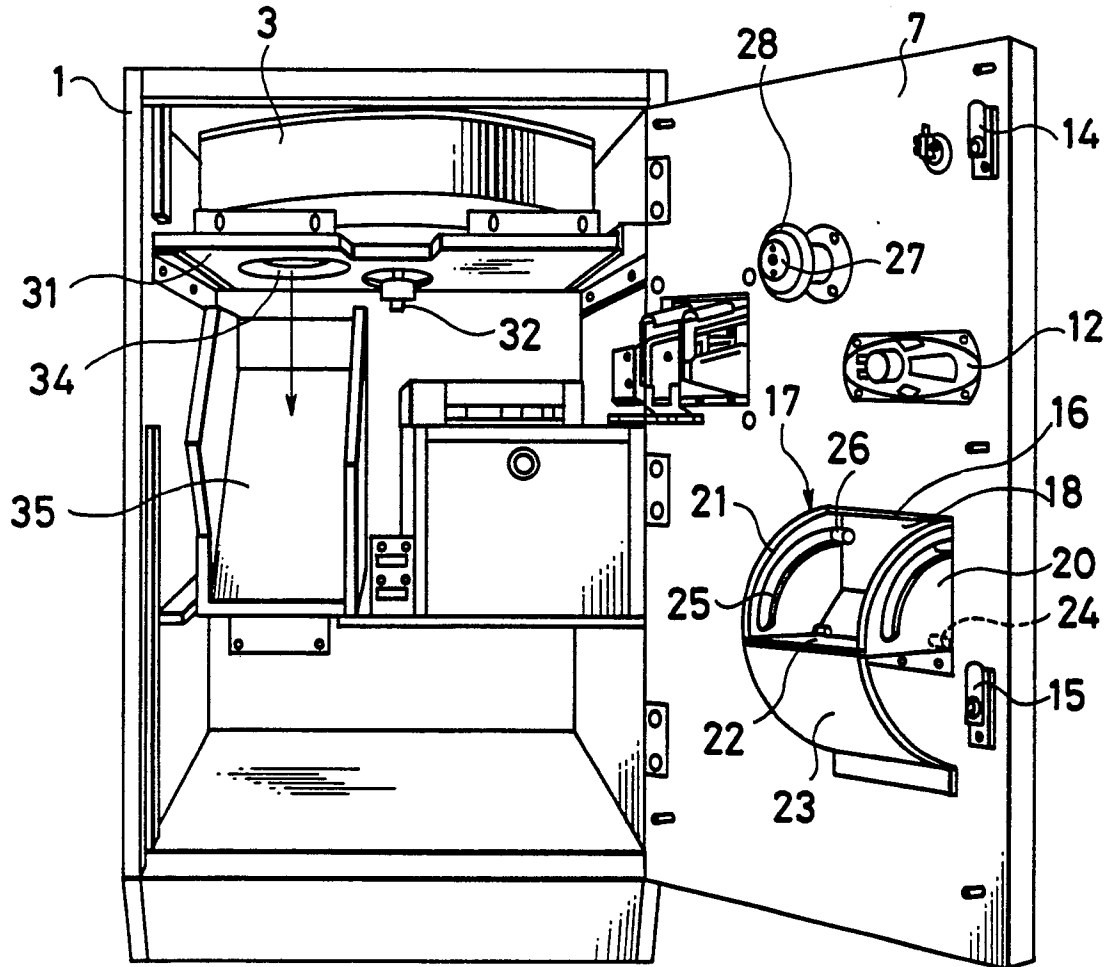


FIG. 3

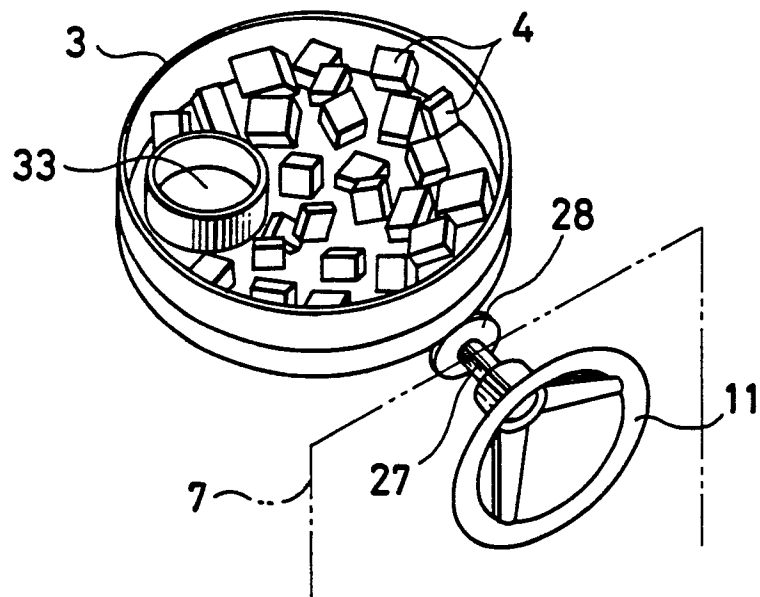


FIG. 4

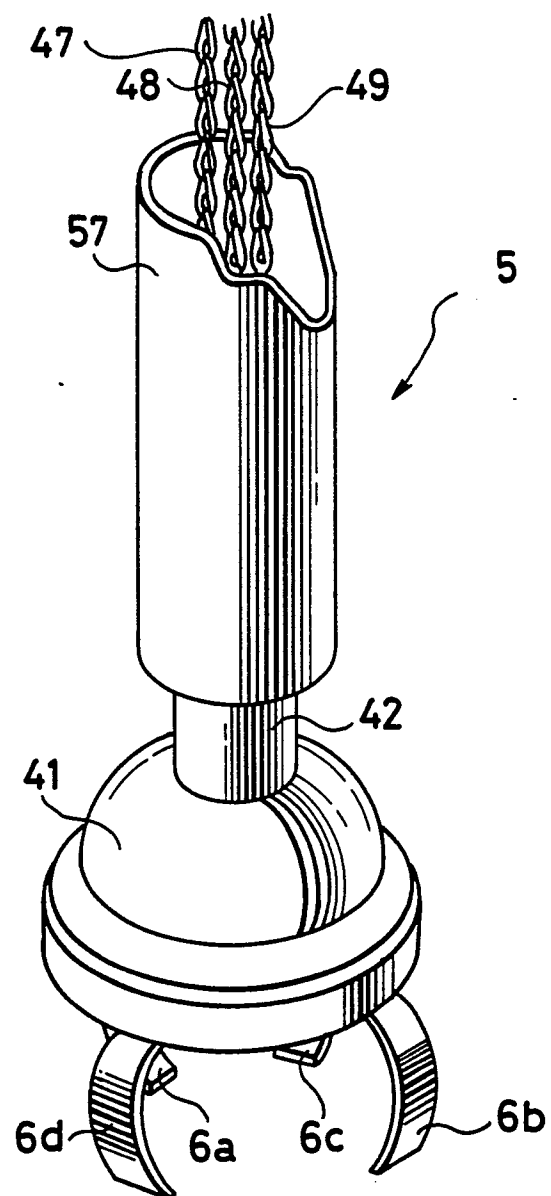


FIG. 5(A)

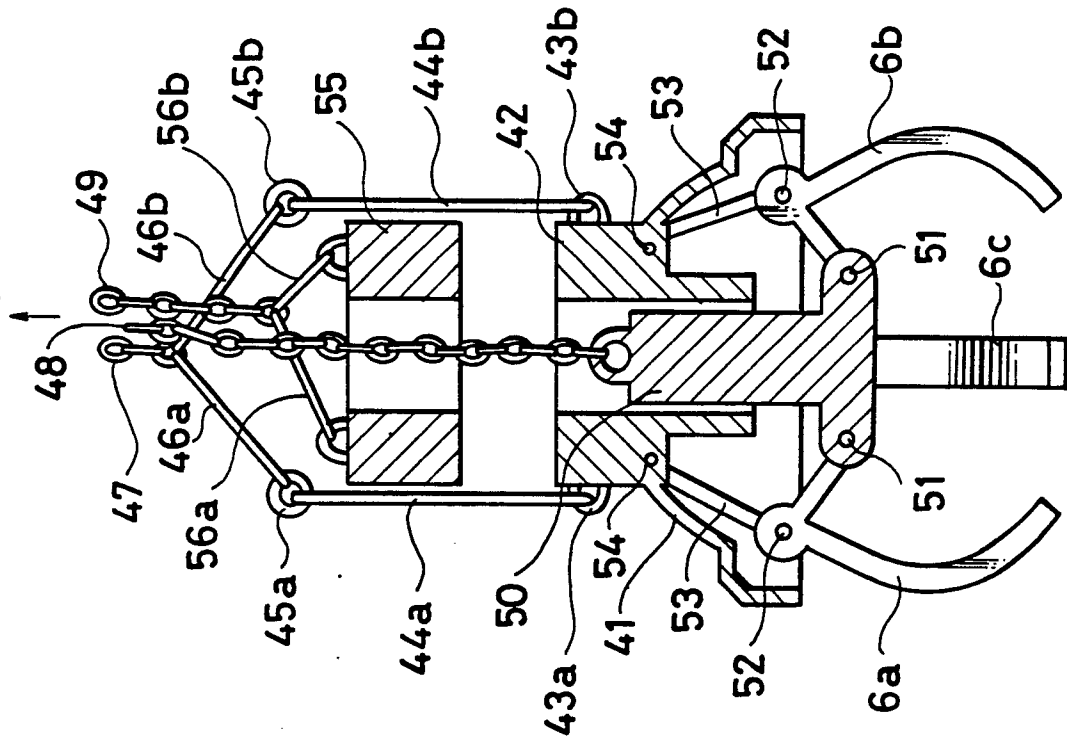


FIG. 5(B)

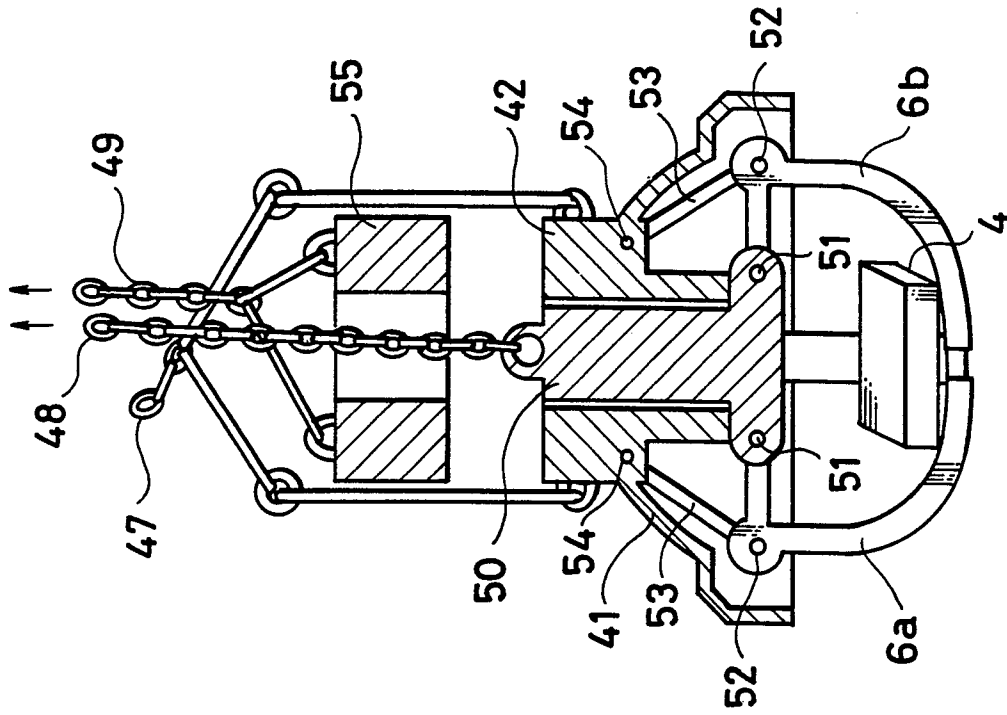


FIG. 6(A)

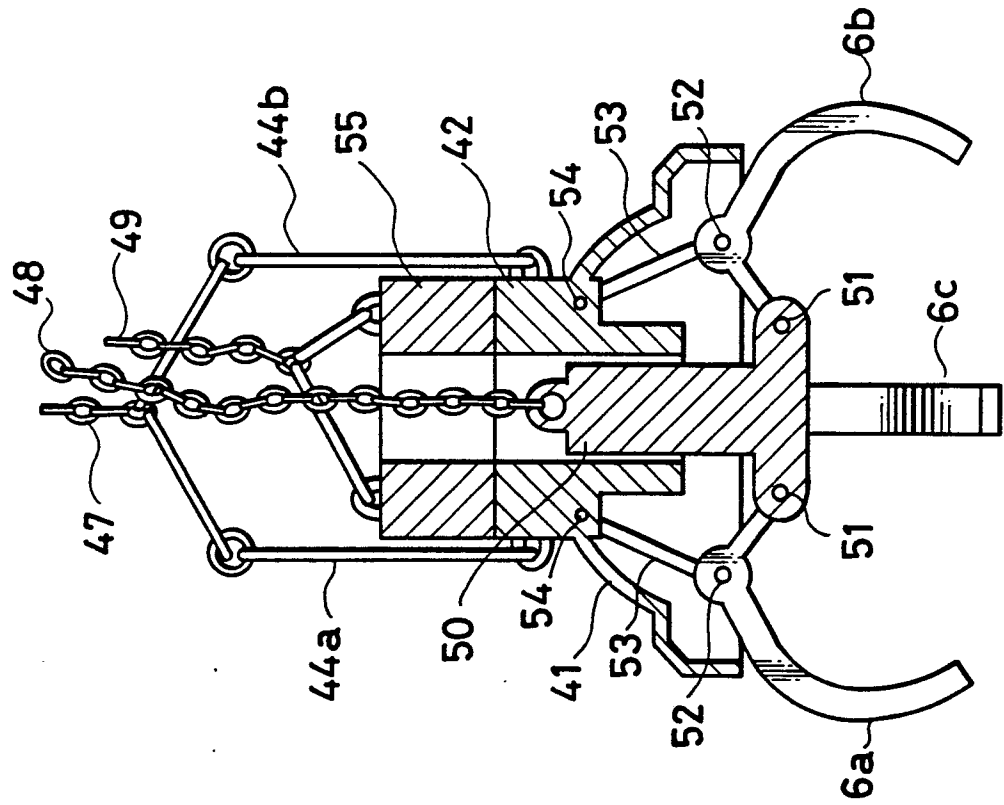


FIG. 6(B)

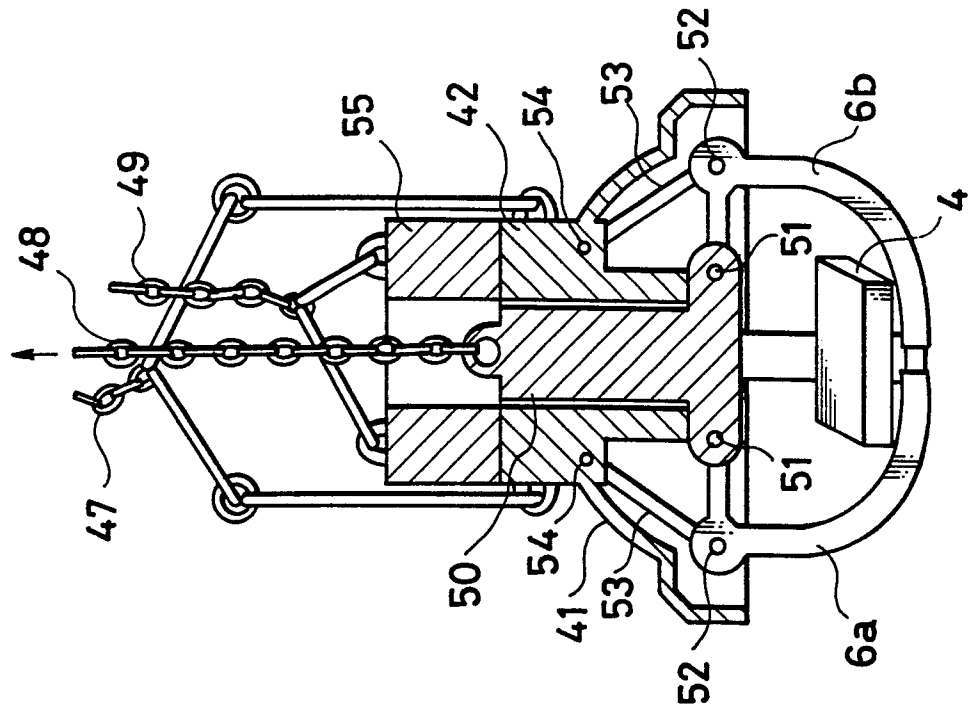


FIG. 7

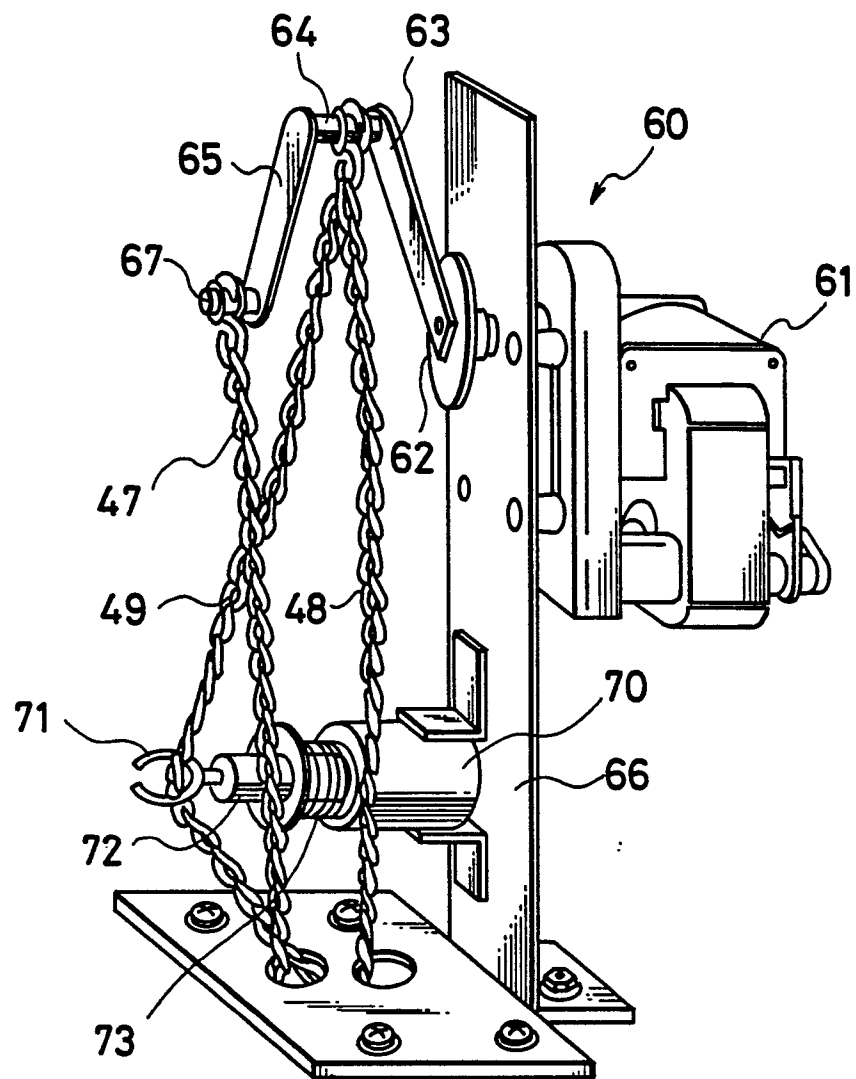
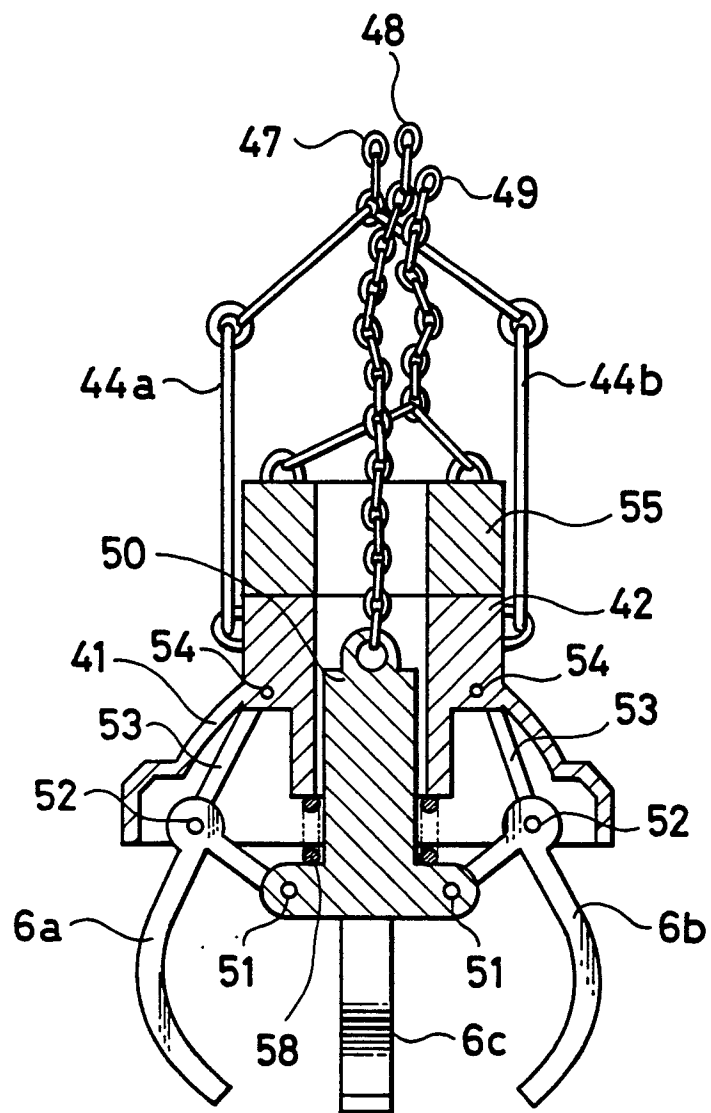


FIG.8





DOCUMENTS CONSIDERED TO BE RELEVANT			EP 88108014.7
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int. Cl.4)
X	US - A - 2 600 849 (E.J. COLLINS et al.)	1	G 07 F 17/34
A	* Column 6, line 68 - column 7, line 45; fig. 24, 25 *	2, 5	
--			
A	GB - A - 473 706 (THOMAS BERRY et al.)	1, 2, 3	
* Totality *			
--			
A	GB - A - 2 178 328 (PAUL FREDERICK HAZELTON)	1, 2	TECHNICAL FIELDS SEARCHED (Int. Cl.4)
* Totality *			
--			
A	US - A - 3 572 703 (HENRY THOMAS GREENE)	1, 3	
* Totality *			
--			
A	US - A - 1 938 834 (E. GRAF)	1	A 63 F 9/00 B 25 J 15/00 B 66 C 1/00 B 66 C 3/00 E 02 F 5/00 G 07 F 17/00
* Totality *			
--			
A	DE - C1 - 3 526 438 (REPPPEL HANDELSGESELLSCHAFT)	1	
* Totality *			

The present search report has been drawn up for all claims			
Place of search VIENNA		Date of completion of the search 29-08-1988	Examiner BEHMER
CATEGORY OF CITED DOCUMENTS			
X : particularly relevant if taken alone		T : theory or principle underlying the invention	
Y : particularly relevant if combined with another document of the same category		E : earlier patent document, but published on, or after the filing date	
A : technological background		D : document cited in the application	
O : non-written disclosure		L : document cited for other reasons	
P : intermediate document		& : member of the same patent family, corresponding document	