

[54] **RANDOM SELECTOR SWITCH AND GAME**

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[51] Int. Cl. **A63f 7/06**

[58] Field of Search 273/1 E, 88, 93 R, 94 R, 273/138 A, 141 A; 200/80 R, 80 B, 179, 24

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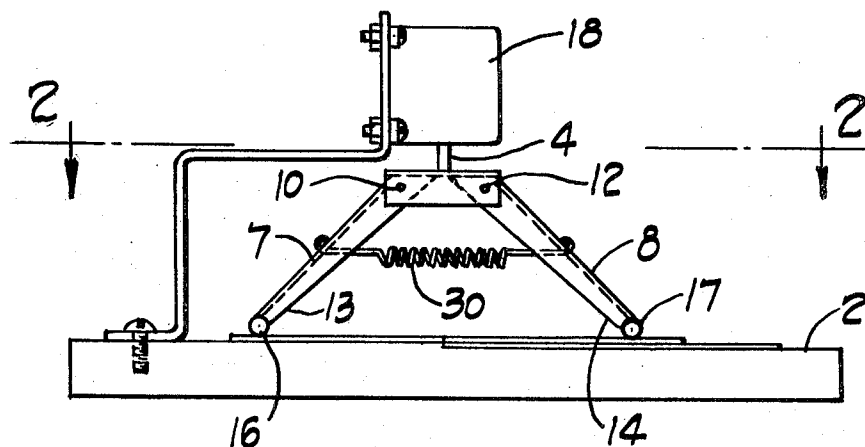
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[57] **ABSTRACT**

A random selector switch having a base, a motor-driven central shaft, two electrical contact arms, diametrically spaced and pivotally mounted on the shaft and of greater length than the distance of their pivot points from the base, and a circular electrical contact, mounted on the base and covering the path the contact arms make with the base when in an at rest condition, the circular contact being divided into at least three electrically isolated contacts, one of block comprises about 180° of arc.

An electronic game apparatus, using the above or other electronic random selection device. The game apparatus includes two circuits, one of which establishes a particular offensive play in the game and, by chance, determined by the random selector, the success or failure of that play, and the other of which introduces an element of skill, dependent entirely upon the knowledge and acumen of the players of the game, by which the defensive player can anticipate and, thereby, block, the offensive play.

18 Claims, 9 Drawing Figures



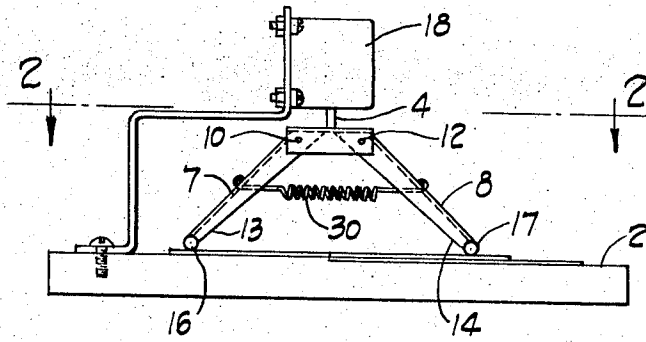


Fig. 1

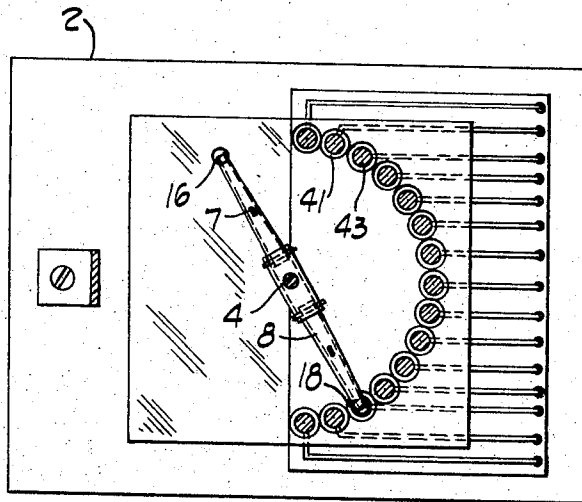


Fig. 3

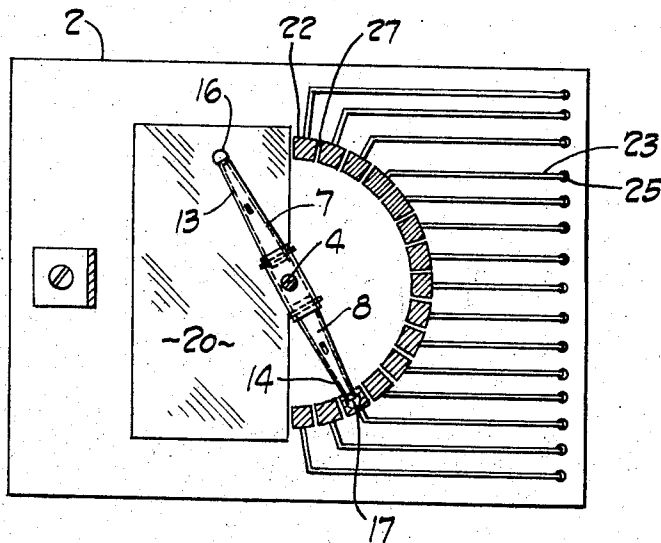


Fig. 2

Fig. 5

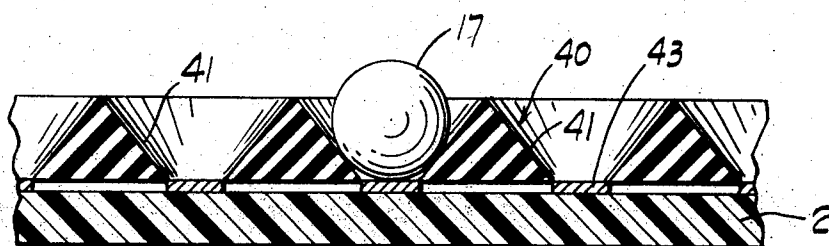
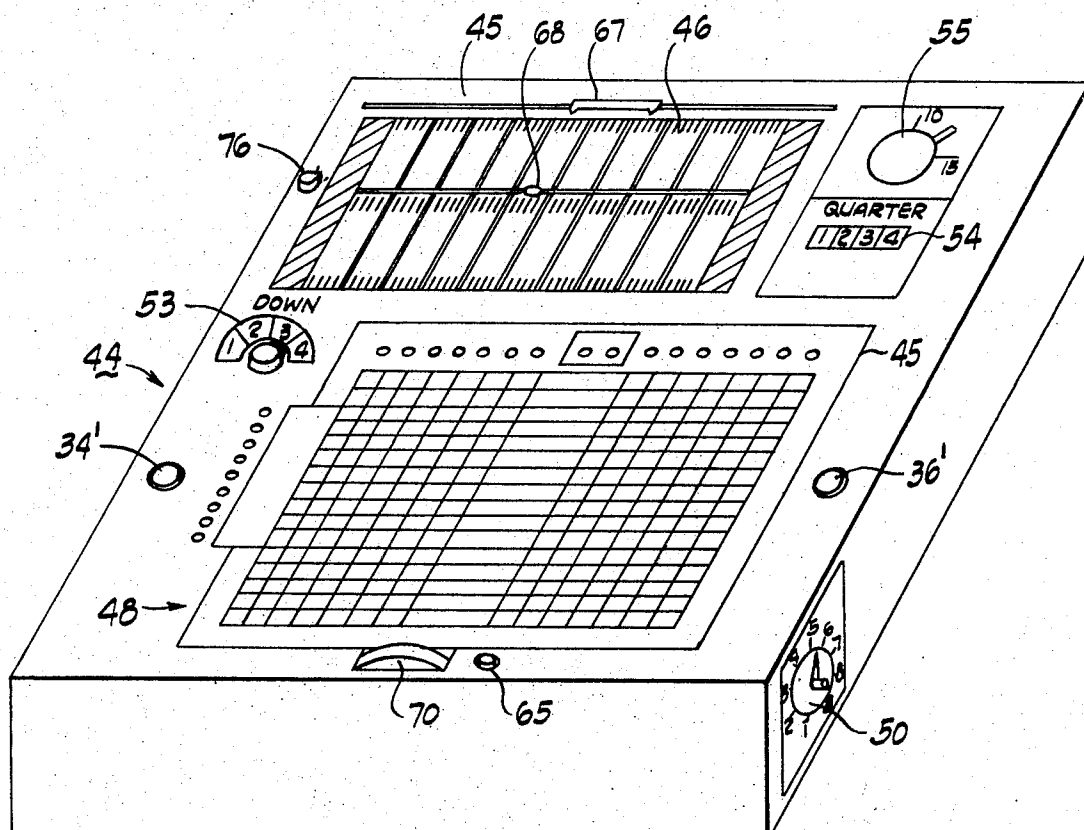


Fig. 4

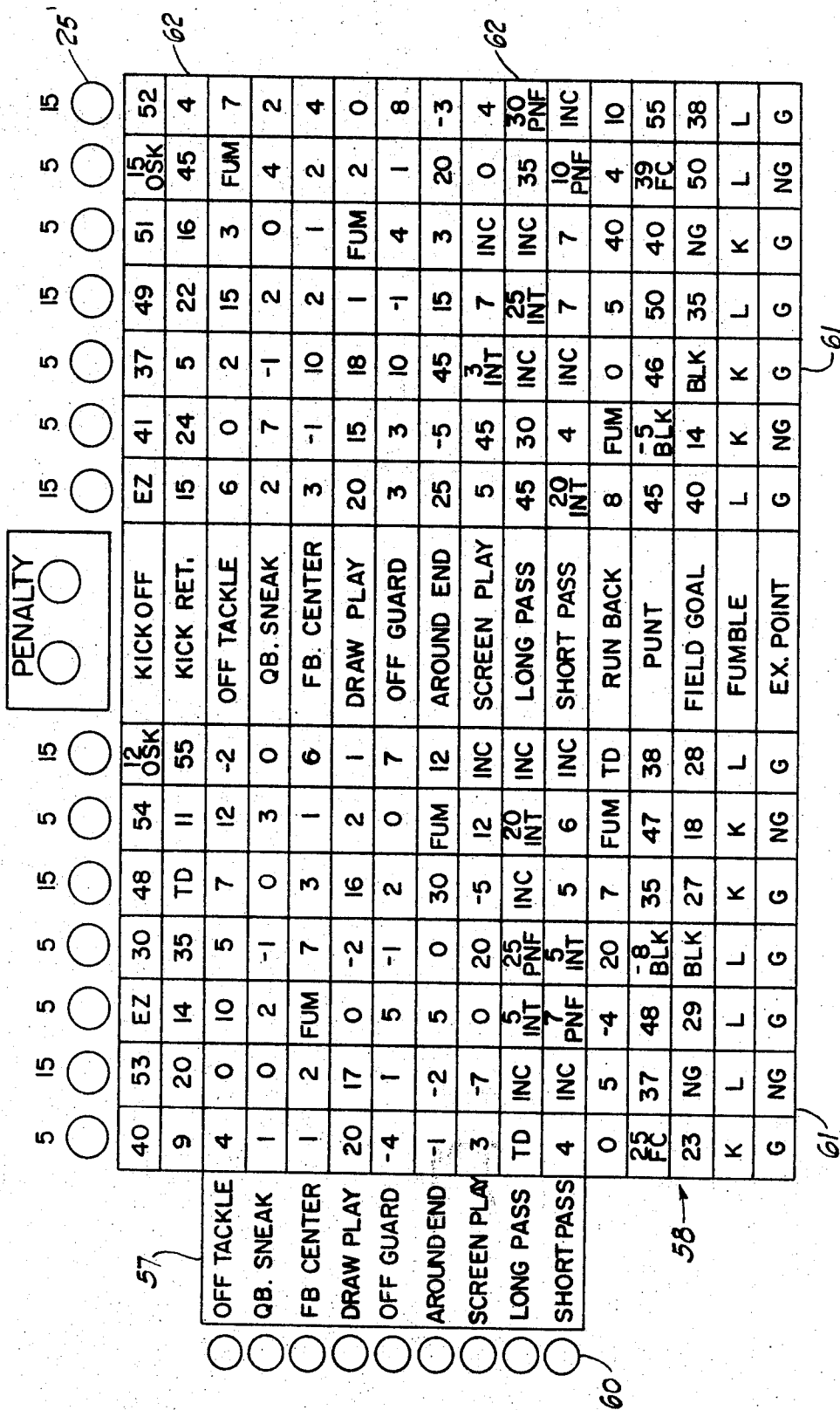


Fig. 6

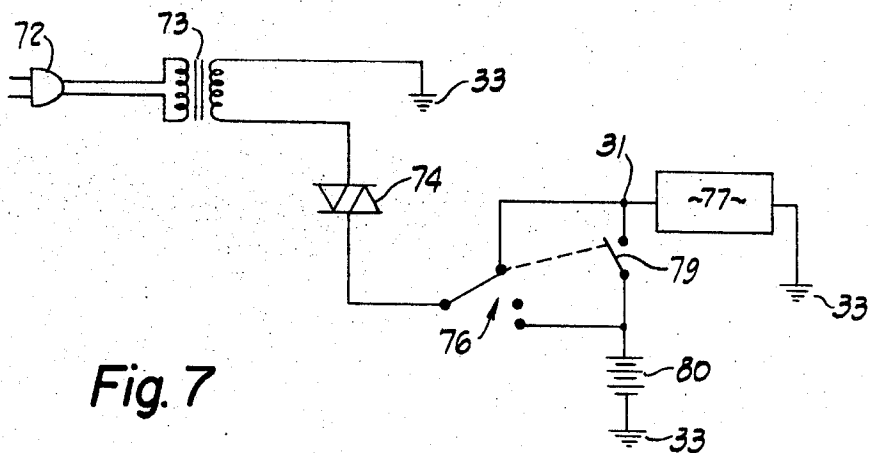


Fig. 7

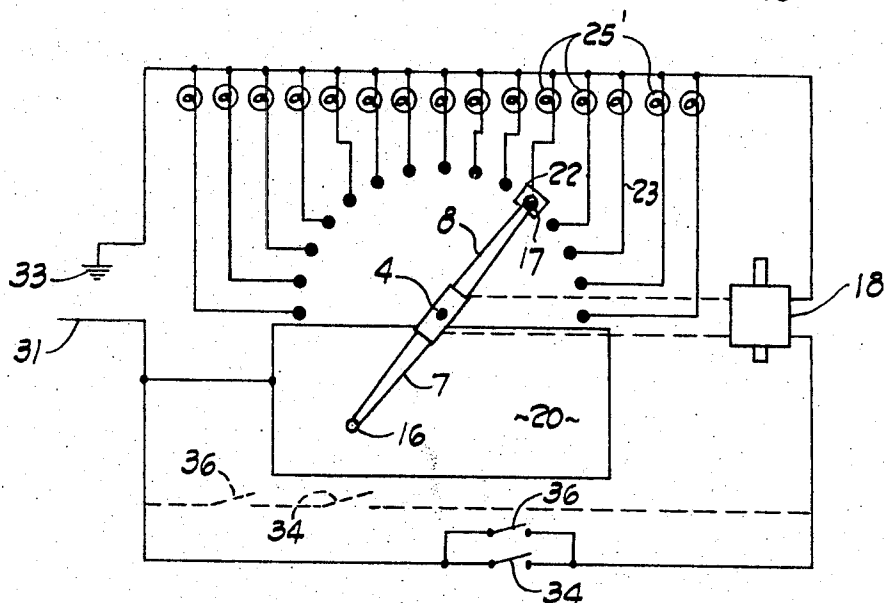


Fig. 8

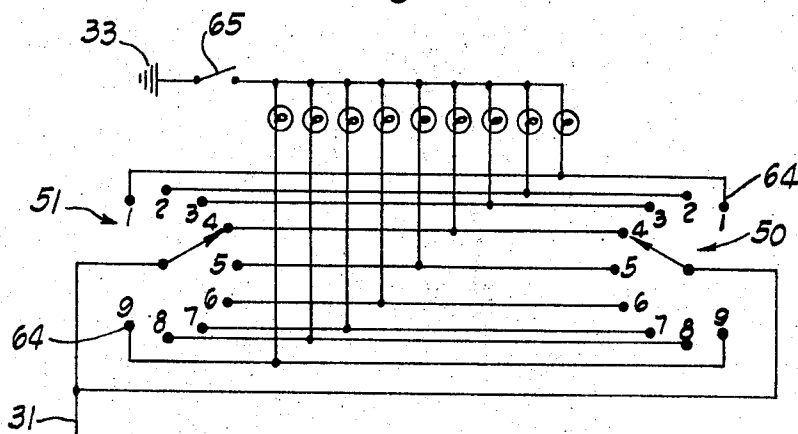


Fig. 9

RANDOM SELECTOR SWITCH AND GAME

BACKGROUND OF THE INVENTION

1. Field of Invention

This invention relates to random selectors and to electrically-operated game boards using random selectors.

2. Description of the Prior Art

Random selectors are well-known. The most common and simple include the throwing of one or more dice and the determination of the upright indicia, the flipping of a coin having distinguishing indicia on both sides, the spinning by manual means of a pointer mounted on a central axis which stops over adjacent indicia of predetermined arcuate length and the spinning of a wheel having a plurality of differing peripheral indicia with upright posts at their junctures and a flexible arm fixedly mounted to engage said posts, respectively, and to be disposed between two adjacent posts, thereby making the random selection when the wheel comes to rest.

On the other hand, electronic random selectors, utilizing a standard ring counter circuit are also well-known in the art.

The first type of selector is mechanical or manual and sometimes subject to clandestine control in the hands of a skilled operator.

In addition, such types lack the allure of electronic or electrical connotation and are inappropriate for use in instances where electrical actuation is desired or control or manipulation of the random selection is to be isolated from the user.

Such random selectors are or can be adapted to be useful in various games, including board games having the purpose of recreating or simulating, to a greater or lesser extent, well-known sports, such as football, baseball, basketball, and the like.

The second type is expensive and, thus, has limited utility for use in games or situations seeking or demanding a low cost or mass market.

Such games have included electrically energized or electronic games in which, for example, the board has been electrically vibrated to cause movement thereon of figure pieces representing competing players. Still other game boards embody electronic circuits which purely by chance indicate a net result such as the type of play run and its success or failure.

In such board games which are known to the art, the results of play are determined purely by random chance. There is no opportunity for opposing players to interject into the game their own skill and knowledge in selecting a desired play and/or counterplay under changing conditions of the game. Consequently, the net result of any single play, offensive or defensive, is a course of action wholly independent of and not influenced by opposing strategy which might actually be used or preferred by the players of the game.

SUMMARY OF THE INVENTION

It is, therefore, a general object of this invention to provide a new and improved random selector.

It is a further object of this invention to provide a new and improved random selector which can provide a random choice between a large, if not infinite, number of predetermined choices.

It is a further object of this invention to provide a random selector adapted to complete an electrical circuit,

whereby a predetermined one of a plurality of electrical devices, such as a lamp, etc., may be actuated or caused to provide a signal.

Further objects of this invention include the provision of a random selector which is selectively actuated and deactuated by the user or operator, which may be driven electrically; which is safe in operation; which may be operated by unskilled persons; which is economically manufactured and used; and which may be adapted for use in which random selection of an electrical circuit, other factors, choices or indicia is desirable.

Still further objects of this invention include the provision of a new and improved random selector which is useful in games, including games simulating or recreating popular sports, and the like; which is readily adapted to be selectively actuated and deactuated by a plurality of users; which is readily adapted to make one or more random selections or a fixed and random selection upon each actuation and deactuation.

Other objects of this invention include a new and improved game, simulating popular sports, and the like, including the new and improved random selector of this invention wherein the random selector is adapted to choose between a plurality of play results relative to the sport or action being simulated in the game.

Still other objects of this invention are to provide a new and improved game simulating or recreating a popular sport, or the like, including as an operable part thereof a random selection means for determining the results of a play and means by which the offensive player can determine the play having means by which the other or defensive player can block or stop the play and to provide a game obtaining one or more of the objects and advantages set forth above.

Still another object of this invention is to provide a random selector obtaining one or more of the objects and advantages set forth above.

These and other objects and advantages of this invention will become apparent in the following description of preferred embodiments thereof, reference being had to the accompanying drawing.

BRIEF DESCRIPTION OF THE DRAWING

FIG. 1 is a partly schematic elevational view of a preferred form of a random selector embodying this invention;

FIG. 2 is a horizontal sectional view of the random selector shown in FIG. 1 viewed along the lines 2—2 of FIG. 1 with the selector arms angularly rotated relative to their position in FIG. 1;

FIG. 3 is a view, similar to FIG. 2, of another preferred form of random selector embodying this invention;

FIG. 4 is an enlarged schematic sectional view of a portion of the random selector shown in FIG. 3;

FIG. 5 is an isometric view of a game embodying a preferred form of this invention and using a random selector embodying a preferred form of this invention;

FIG. 6 is a plan view, on an enlarged scale, of a portion of the game board of FIG. 5 showing the play and play result selectors;

FIG. 7 is a schematic wiring diagram of a game board embodying a preferred form of this invention;

FIG. 8 is a schematic wiring diagram of the play result selector comprising a preferred form of random selector embodying this invention; and

FIG. 9 is a schematic wiring diagram of a preferred form of play selector and blocking system embodying a preferred form of this invention.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

A random selector embodying a preferred form of this invention is indicated generally at 1, FIG. 1.

Briefly, the random selector 1, in its preferred form, comprises a base and a motor driven shaft having a pair of diametrically spaced conductor arms hingedly supported thereon for pivoting about an axis transverse of the direction of the driven shaft. The conductor arms are spring biased toward each other and into a position parallel with the driven shaft or an axial extension thereof, but move toward and into a horizontal position when the shaft is rotated. The arms are of greater length than the distance of their pivot points or hinges, respectively, above the base of the selector so that the tips or ends of the arms rest upon the base when the shaft is at rest.

In its preferred form the base comprises a plurality of conductor elements disposed in arcuate arrangement about the intersection of the shaft, or the axial extension thereof, and the base. One of the conductor elements comprises about 180° of arc and is connected to one side of a power line. The other conductor elements and the first conductor element are electrically isolated from each other and form the other 180° of arc about the shaft axis and are connected to the other side of the circuit. When the arms are at rest, one arm engages the first conductor element and the other arm randomly engages one of the other conductor elements to complete a circuit therethrough and actuate an electrical device in series with the particular other conductor so engaged.

In other forms of the invention the base may be divided into a plurality of separate choices, marks or segments to be randomly selected by one or both of the arms stopping thereon when the motor or other driving means is deactuated, as will hereinafter more fully appear.

More particularly, selector 1 preferably comprises a base member 2, a central shaft or axis 4 extending in perpendicular relation to the base and supported for rotation about its own axis and a pair of diametrically spaced selector arms 7 and 8 supported on said shaft for rotation therewith.

Each selector arm 7 and 8 is pivotally or hingedly supported as by pintles 10 and 12, respectively, for pivoting about an axis lying in a plane extending transverse of the shaft 4 to and for the purposes to be hereinafter more fully explained.

The arms 7 and 8 are of a length greater than the distance between the base 2 and the pivot axes 10 and 12, respectively, so that the remote or free end, 13 and 14, respectively, of each arm 7 and 8 will rest on the base 2 when the shaft is at rest. Further, the ends 13 and 14 of arms 7 and 8 are preferably weighted as by balls 16 and 17, respectively, so as to increase the natural tendency of the arms to raise to a horizontal position about their respective pivot axis when the shaft 4 is rotated at speeds, i.e., revolutions per minute, which are relatively high in order to utilize centrifugal force to this end and effect.

Selector 1 also includes means for rotating or spinning the shaft 4, such as motor 18, in order to rotate the

arms 7 and 8 and lift them as they spin toward a horizontal position, or at least, out of contact with the base upon which they rest when the shaft 4 is not being rotated. Further, while shaft 4 is, as noted, preferably driven by an electric motor, other means may be employed for rotating the shaft 4 within the teachings of this invention.

In order to make a selection by use of the selector, the shaft 4 is spun, by motor 18, if one is provided, hand or other means, at a speed sufficient to cause the arms 7 and 8 to lift off the base and extend or tend to extend in a horizontal position, under the influence of the centrifugal force created by the spinning or rotating of shaft 4.

After the arms are lifted off the base, spinning or rotation of the shaft 4 is discontinued, either by opening the motor circuit, as will hereinafter more fully appear, or otherwise terminating actuation of the shaft to permit the shaft to run down; i.e., lose speed, whereupon the centrifugal force decreases and the arms lower until they once again rest on the base.

Base 2 is also provided with a plurality of indicia so arranged that each of the arms will rest upon one of them when the shaft is at rest and so constructed that the choice or selection of the indicia upon which one or both arms rests is a random choice determined by chance and not through control of the shaft rotation, except from the broad effect of starting and stopping rotation thereof, so that, upon stopping, the arms come to rest, "where no one knows," upon one of the said indicia.

The indicia may be colored or numbered areas delineated on the base or may, as in the preferred form of this invention, include electrical contacts which are engaged by the arms to complete a randomly-selected one of a plurality of predetermined circuits to effect a response therein or use thereof.

The indicia are so located on the base 2 as to be within the area of potential engagement between the balls 16 and 17, respectively, of the arms and the base when the arms are in their lowered position as shown in FIG. 1. Arms 7 and 8 are preferably of equal length, weight and characteristics, so as to aid the random nature of the selection made thereby.

When, as preferred, the selector is designed to complete an electric circuit, the arms and pintles and shaft, or, at least, the interconnection between the arms, are, of course, made of electrically conductive material, such as steel, aluminum, copper, or the like, or a combination thereof and the indicia are likewise formed of electrical conductors which are connected by suitable leads to a power source and the devices, arranged in parallel, to be actuated or controlled by the random selector.

Further, in order to ensure completion of the selected circuit, one indicia, 20, for example, see FIG. 2, comprises a metal plate or other conductor which is of arcuate length equal to one-half or substantially one-half of the arc of the circle which the arms describe on the base, i.e., 180°, and is connected to one side of the electrical line, to and for the purpose to be described below.

The other half of the circle or arc is electrically isolated from indicia or contact 20 and is divided into at least two indicia or contacts 22, each of which is connected by suitable lead 23 to a device 25 indicated schematically at 25, all of which are electrically paral-

lel, to be operated by the random selector and, thence, to the other side of the power line.

Each separate indicia or conductor 22 is electrically isolated from the other as by insulator strips or gaps 27 which, however, are sufficiently narrow so as to preclude or effectively preclude the possibility of the ball 16 or 17, as the case may be, landing solely on the strip 27. If this should happen, however, the only loss would be of that random selection and the selector can be re-actuated, i.e., the shaft respun for a new selection.

Alternatively, the insulator strip 27 may be peaked parallel with the edges of the adjacent indicia so as to direct the ball (arm) onto one of the other of the adjacent indicia.

Obviously, the indicia 20 and 22 may be of nonconductive material when the selector need not or does not complete an electric circuit and the indicia 20 may be similarly subdivided so that all indicia are of equal arcuate length or the indicia may be made of different arcuate lengths, if and as the user so desires. Further, the arms 7 and 8 may themselves be separately designated, by color, number or other means, so that one functions as the selector and the other a balance to ensure random selection.

In this latter instance, the engagement of the designated arm with an indicia would constitute the selection and a minimum of two indicia, each constituting one-half of the total arc (i.e., each constituting 180° would be sufficient for a random selection if a go or no-go, yes-no or equivalent choice is to be made.

The arms are preferably biased toward each other by means, such as spring 30, so as to more quickly urge the arms into the downwardly position when actuation or driving of the shaft 4 is terminated.

The selector can be arranged to be actuatable by one or more persons, or to require two or more persons to cooperate to actuate and control the selector.

For example, as best seen in FIG. 8, the motor 18 may be connected with a power source 31 and a ground 33, and one or more of switches, for example, may be interposed in the circuit to control the motor.

When at least two switches, 34 and 36, for example, are used, they may be arranged in parallel, as shown in full lines, in which instance the motor will operate when either switch is closed or, alternatively, they may be arranged in series as indicated in dotted lines, in which instance they all must be closed to actuate the motor. In the parallel switch arrangement, once the motor is started, the shaft 4 will continue to be driven until all of the switches are opened, whereas in the series arrangement, the shaft will not be driven until all the switches are closed and the motor will stop driving the shaft when any one of the switches is open. This provides options for use of the selector in games and other situations as will more fully appear, it being understood that in any one game only one pattern of switches for controlling the motor need be provided.

Another preferred form of random selector embodying this invention is shown in FIGS. 3 and 4, wherein like reference characters refer to like parts as in FIGS. 1 and 2.

In this instance, a plurality of sockets 40 into which the balls 16 and 17 of arms 7 and 8 can rest, at least for those indicia corresponding in purpose to the indicia on the one side of the line as per indicia 22 in FIG. 2.

In this instance, the sockets 40 are formed with sides 41 of plastic, rubber or other suitable insulating mate-

rial and a base or bottom 43 of conductive material. The sides, as best seen in FIG. 4, are pyramidal in shape intermediate adjacent indicia or sockets in order to urge or bias the ball of the arm into contact with the base or bottom in the manner described above in connection with the suggestion as to separating the indicia 22 of FIG. 2 with a peaked insulating strip.

The circuits, through the indicia 22 (or sockets 40), are arranged in parallel, see FIG. 8, with one indicia, for example, connected to the power source 31 and the other to the ground 33 or return. Further, as shown in FIG. 8, each separate circuit through the indicia 22 is adapted to include a suitable electrical device switch relay, or the like, such as bulbs 25', which perform a function, as being lit, when the circuit is completed to give an effect or output from the random selector.

Random selector 1 may be adapted for use for many purposes and in many situations where a practical and effective random selection can be utilized.

One such purpose and situation is illustrated in FIGS. 5-9, inclusive, and comprises a game embodying a preferred form of this invention and utilizing a random selector embodying a preferred form of this invention.

Such a game is indicated generally at 44, FIG. 5, and is shown as a football game, although it is to be understood that other sports can be utilized or simulated in games embodying all or part of this invention.

The game 44 comprises a board 45 which preferably includes a simulated game area, or field, i.e., football field 46, a play result indicator or table 48, and, in its preferred form, as will more fully appear, two play selector switches, 50 and 51, FIGS. 5 and 9, by which offensive and defensive plays are selected by the respective players or users of the game.

The game board 45 also preferably includes an indicator 53, which is conveniently manually operated by which the down is indicated, an indicator 54 by which the quarter can be indicated and means, such as a timer 55, for determining the length of each quarter. Alternatively, the quarter can be determined by a predetermined number of plays or by a separate timer.

In the preferred form of game 44, table 48 includes two portions 57 and 58, see FIG. 6, one of which, 57, is for play selection and the other of which, 58, determines the result of the play.

The play selector 57 is preferably electrically operated, although the play may be selected manually or by voice announcement, if desired, and certain plays arise by virtue of the game situation in the sport being simulated.

Further, in its preferred form, the play selector 57 includes means by which the players or users of the game can apply tactical skill to the situation with the offensive player choosing a play and the defensive player attempting to block the play by anticipating the same.

To this end, the play selector 57 is provided with a plurality of plays common to the game or sport being simulated, seven are shown in the FIG. 6, wherein abbreviations and terms common to football are employed.

The play selector 57 also includes a plurality of lights 60, one for each play, which may be lit in the manner described below to indicate the play chosen and the defense made with respect thereto.

Play result indicator 58 shows the results of the play and is used unless the play is successfully blocked or anticipated as shown by the play selector portion 57.

The results on play result indicator 58 are determined and indicated by means of a random selector such as and preferably of the type described above and embodying a preferred form of this invention, albeit, games embodying the preferred form of this invention with respect to the defensive player blocking or anticipating the offensive play may use other types of random selectors, such as a ring selector.

As shown in FIG. 6, the play result indicator 58 has 14 vertical columns, 61, seven to each side of the center and 16 light bulbs 25', compare FIG. 8. When the random selector 1 is used, one bulb 25' is lit and that bulb indicates the appropriate result, vertical column 61, of the play selected or being determined, which is shown in horizontal column 62. Further, while the embodiment shown utilizes 16 bulbs 25' with 14 play result columns and two penalty bulbs, any desired number of columns (both vertical and horizontal) may be provided for.

Play selector 57 is actuated and embodies the circuit shown in FIG. 9. The circuit includes the two rotary dials or play selector switches 50 and 51, one of which is disposed on each side of the game board to be accessible to one player and preferably so located that the other player cannot see the play selected. The offensive player chooses a play based on the game situation, in this case, i.e., down, score, yardage to go, while the defensive player attempts to determine the play which the offensive player will choose to block it.

Switches 50 and 51 are connected in parallel with the power source 31 and ground 33. In addition, each contact 64 on each switch 50 and 51 is labeled to correspond with a play shown in the table of selector 57. The bulb 60 on the selector is connected with the similarly labeled contact on each of the switches 50 and 51 so that the circuit through the bulb may be completed through either switch. The play selector 57 also includes a master switch 65, FIGS. 5 and 9, which, when open, breaks the entire circuit in the play selector so that no bulb is lit when the switch is open. In use switch 65 is opened, depressed, each player makes his selection and switch 65 is released to close. If both players have selected the same play, 4 as shown in FIG. 9, only one bulb 60 lights and the play is blocked, although a down is charged. On the other hand, if the players have selected different plays, two bulbs 60 light indicating that the defense has not blocked the play. In the latter event, the random selector is actuated to determine the result of the offensive play on the indicator 58. Obviously, two bulbs for each play, one controlled by each player, could be used in the selector 57, in which instance a blocked play would be indicated by two lights burning adjacent the same play or the circuit could be arranged so that no light would burn when a play was blocked.

As noted above, board 45 also includes a simulated game field 46, which, in this instance, preferably includes a ten yard marker 67 adapted to slide along the edge of the marked-off field to indicate the ball position at the beginning of each set of downs, as in football, and a football 68 with a pointer which may be lighted, if desired, adapted to slide along the field to indicate the position of the ball after a play result is determined by the random selector. Football 68 is conveniently positioned by rotating wheel 70, which controls a spool string means wound therearound and connected to the football 68 or a carrier therefor at each

end thereof to move the football in either direction the desired distance in accordance with the results determined by the indicator 58 and the random selector 1.

When, as is preferred, switches 34 and 36 are arranged as shown in dotted lines in FIG. 8, the random selector 1 of game 44 is actuated by each player pressing his adjacent switch button 34' or 36', respectively, and the selection is made in the manner described above when one player released the button of his switch to open the same.

FIG. 7 discloses a wiring circuit suitable for use with the game 44.

A plug 72 is provided for connection to the usual household base socket. Plug 72 leads to the primary side of a transformer 73. The secondary side of the transformer 73 connects through a triac 74 to a switch 76, see, also, FIG. 5, which has three positions. One of these positions connects the transformer to the juncture which corresponds to the power source 31 in the circuits of FIGS. 8 and 9, for example, which circuits are collectively indicated by the block 77 in FIG. 7.

A second position of switch 76 disconnects the circuits of FIGS. 8 and 9 (block 77) from the plug 72, but closes switch 79 with which switch 76 is ganged to complete the circuit between the batteries 80 and the power source 31 and, thereby, the circuits of block 77. A third position or contact of switch 76 connects the secondary of the transformer 73 with the batteries 80 to recharge the same.

Thus, the game and the random selector embodying this invention may be operated from batteries so as to be useful when an electric power socket is not available.

The abbreviations used in the play selector 57 and play result indicator 58 stand for common football terms as follows: QB: Quarterback; FB: Fullback; EZ: End Zone; FUM: Fumble; INC: Incomplete; INT: Intercepted; BLK: Blocked; FC: Fair Catch; PNF: Pass Interference; L: Lose; K: Keep; G: Good; NG: No Good OSK: Off Side Kick.

WORKING EXAMPLE

In operation, basic football rules or modified rules may be followed as desired by the players. Each player is coach and quarterback of his team. The game may be commenced by a flip of a coin as in collegiate or professional football. The circuit of FIG. 8 is normally applied only to plays from scrimmage, so that the opening kickoff and return are determined by the circuit of FIG. 7.

With the circuit of FIG. 7 operable as by closure of switches 34' and 36', the selector shaft rotates until one of the switches is released and opens at which time a selection is made as described above. The kicking player compares the indicia of column 61 having the bulb lit with the "KICKOFF" designation of the appropriate horizontal column 62 to determine that his team has kicked the ball a distance of 40 yards. This procedure is repeated with the next selection determining the yardage of the return run.

When switches 34' and 36' are in parallel, the player whose turn it is can actuate the random selector alone, whereas, both players must cooperate to actuate the random selector when the switches are in series.

The ball is now put into play from the line of scrimmage. The offensive player selects whatever play he desires, such as an off tackle, quarterback sneak, fullback

center draw play, etc. There are also chances for fumbles, interceptions of passes, blocked kicks, long run backs, all of the plays that may be met in actual football.

In addition, the circuit of FIG. 9 introduces an element of personal selection instead of the purely random chance result of the random selector. Unknown to each other, each player places his selector switch 50 and 51, as the case may be, at a desired station, each station corresponding to an offensive play as described above. When the circuit is energized, if only one of the neon bulbs 60 lights, the defense has correctly anticipated the play called by the offense, and the play goes for no gain. If two lamps 60 light, the offense has out-guessed the defense and reference is now made to the random selector to determine the results of the play in the manner described above.

One of the two lamps in the penalty box is originally assigned to each player. Alternatively, one lamp may indicate an offensive penalty, and the other bulb a defensive penalty. When a player's penalty lamp remains lit after the random selection is completed, a penalty is declared on his team. The random selector is again actuated to determine the extent of the penalty by reading the yardage value adjacent the lamp that remains lit.

In the meanwhile, the progress of the game may be followed on field 46 of FIG. 5 by moving the football 68 up and down the field in accordance with the success or failure of the plays called and strategy relied on. If a first down is not obtained, the offensive team has the option of punting or trying a field goal. The distance of the punt and the distance and/or success of the field goal attempt may be determined by the random selector in the manner described. Fumbles and interceptions are also resolved in a like manner. For interceptions, the play result indicator also shows the amount of return yardage.

The number of the down may be shown by use of down indicator 53. The quarter of play may be indicated by checking off the quarter on the indicator 54. Each quarter of the game may be timed as noted above.

The present game apparatus simulates the excitement of an actual game. The game becomes a matching of wit and knowledge of sound football strategy. It reflects the conditions of football play in a realistic manner since each player is both a coach and quarterback and calls each scrimmage play in accordance with a game plan or strategy.

Although the present apparatus has been described in connection with football, it is understood to be adaptable to still other sports. For example, in baseball, play board conditions can be established representing calls of balls or strikes, errors, wild pitches, pass balls, a hit or fly-out, or if a hit, whether it is a single, double, etc. The same technique is applicable to basketball as to calls of fouls, whether or not foul shots are made, basket attempts from different distances from the basket, full court passes, and the like.

Modifications, changes and improvements to the preferred forms of the invention herein disclosed, described and illustrated may occur to those skilled in the art who come to understand the principles and precepts thereof. Accordingly, the scope of the patent to be issued hereon should not be limited to the particular embodiments of the invention set forth herein, but rather

should be limited by the advance by which the invention has promoted the art.

I claim:

1. A random selector comprising a base, shaft means having an axis extending perpendicular to said base, said shaft means being mounted for rotation about its axis, and means to drive said shaft means at at least a predetermined speed, a pair of diametrically spaced arms, means hingedly supporting said arms on said shaft means for pivoting about an axis lying in a plane transverse of said shaft means axis, said arms being of length greater than the distance between said hinge means and said base, said arms having ends which engage said base when said shaft means is at rest, at least two indicia on said base and disposed to be in position to underly said arm ends when said arm ends engage said base, said arms extending angularly outwardly, relative to said shaft means, and means enabling and causing said arms to move out of contact with said base when said shaft means is rotated at said predetermined speed.

2. The random selector according to claim 1, with said means to drive said shaft means being a motor means and means to control the actuation and deactuation of said motor means.

3. The random selector according to claim 1 with spring means urging said arms toward each other and said base.

4. The random selector according to claim 1, in which one said indicia comprises substantially one-half the arc of the circle described by said arm ends on said base and the other half of said circle comprises at least two said indicia.

5. The random selector according to claim 4 in which said arms and indicia are of electrically conductive material and said arms are connected electrically.

6. The random selector according to claim 5 in which said indicia are electrically isolated from each other and said arms complete an electrical circuit through the indicia engaged by said ends thereof, respectively, when said ends engage said base.

7. The random selector according to claim 6 in which said indicia on said other half of said circle are disposed in electrically parallel circuits and each said circuit includes an electrical device operated by said circuit when said circuit is completed through and by said arms.

8. The random selector according to claim 7 in which said electrical device is a lamp.

9. The random selector according to claim 7 including electric motor means for driving said shaft means.

10. The random selector according to claim 8 with means to selectively control said electric motor means.

11. The random selector according to claim 10 in which said last-named means comprises a plurality of switches arranged in series.

12. The random selector according to claim 10 in which said last-named means comprises a plurality of switches arranged in parallel.

13. The random selector according to claim 12 in combination with a game board in which each said lamp is adapted to indicate the result of a play or turn.

14. The random selector according to claim 13 in combination with a game board in which each said lamp is adapted to indicate the result of a play chosen by one of two players, and said game board includes means whereby one said player can select an offensive

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play and the other said player can select a defensive play to block said selected offensive play.

15. The random selector and game board as set forth in claim 14 in which each said player has a switch for selecting a play, said game includes a listing of a plurality of plays and bulb means is disposed adjacent each said play on said list and each bulb is operable by each said switch when said switch is turned to the same play as that to which said bulb is disposed adjacent said list.

16. The random selector according to claim 7 in which said indicia are separated by an insulator strip.

17. A random selector comprising a base, shaft means having an axis extending perpendicular to said base, said shaft means being mounted for rotation about its axis, a pair of diametrically spaced arms, means hingedly supporting said arms on said shaft means for pivoting about an axis lying in a plane transverse of said shaft means axis, said arms being of length greater than the distance between said hinge means and said base, said arms having ends which engage said base when said shaft means is at rest, and at least two indicia on said base and disposed to be in position to underly said arm ends when said arm ends engage said base, said arms extending angularly outwardly, relative to

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said shaft means, out of contact with said base when said shaft means is rotated at a predetermined speed, one said indicia comprising substantially one-half the arc of the circle described by said arm ends on said base and the other half of said circle comprising at least two said indicia and each indicia on said other half of said circle comprising a socket of insulating material with a base of conductive material, and each arm end having a ball of a size to fit in said socket, and said sockets of adjacent indicia have a peaked interface along the arc of contact of said balls, respectively, with said base.

18. The random selector according to claim 17 in which said arms and indicia are of electrically conductive material, said arms are connected electrically, said indicia are electrically isolated from each other, said arms complete an electrical circuit through the indicia engaged by said ends thereof, respectively, when said ends engage said base, said indicia on said other half of said circle are disposed in electrically parallel circuits, and each said circuit includes an electrical device operated by said circuit when said circuit is completed through and by said arms.

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