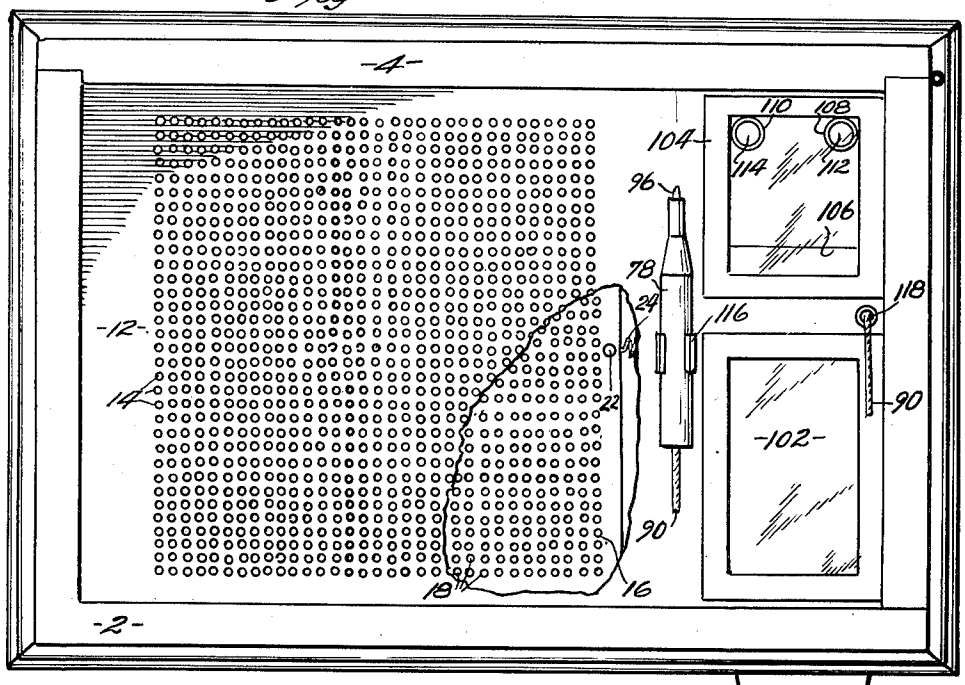
June 9, 1936. A. T. HAMILTON 2,043,291

GAME DEVICE

Filed April 18, 1935 4 Sheets-Sheet 1

Fig. 1



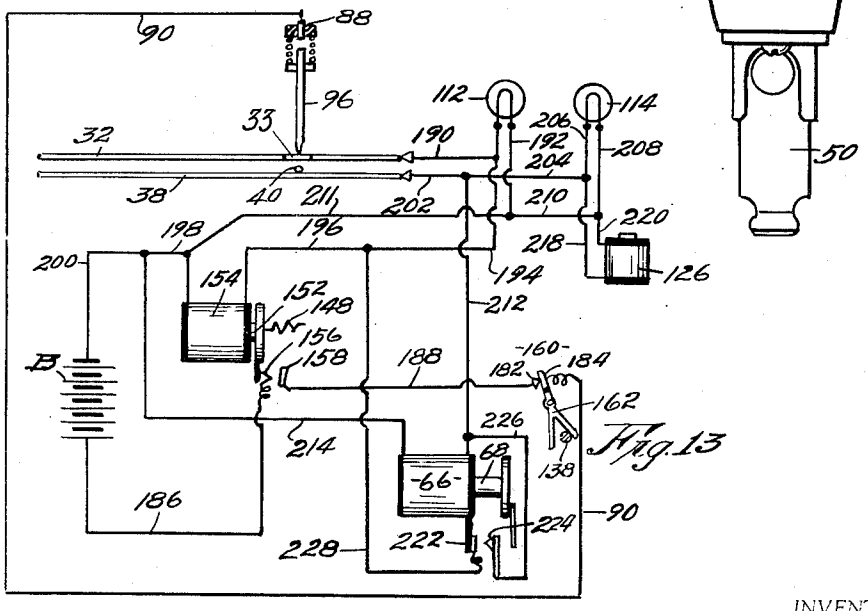




Fig. 13

INVENTOR,
Arthur T. Hamilton.

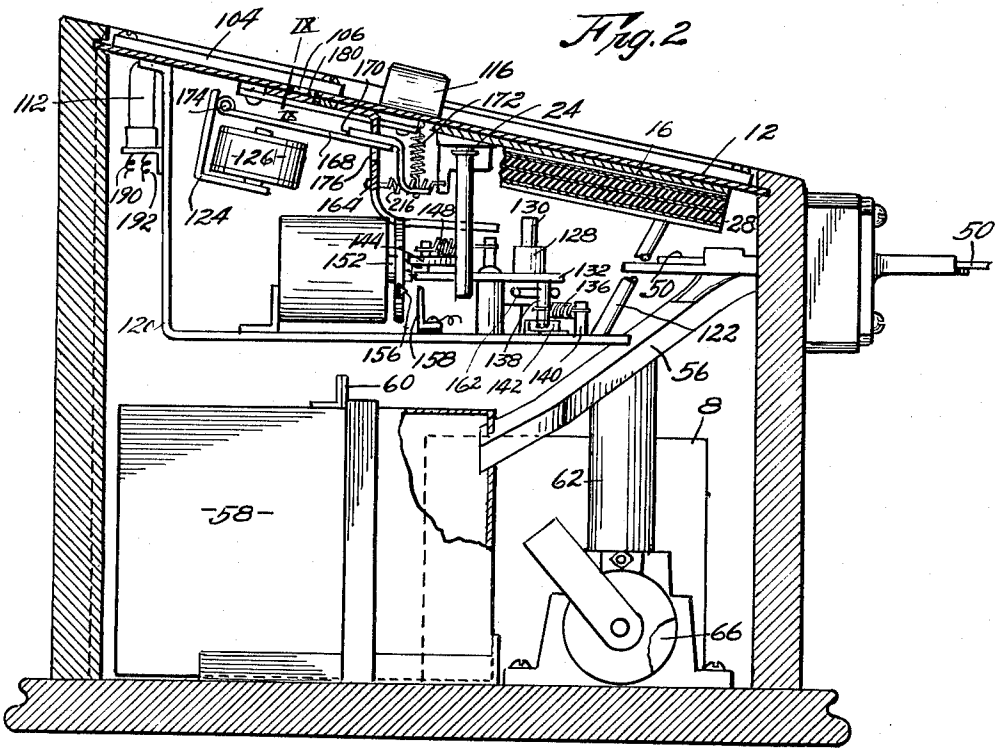
BY
Harvey & Hamilton,
ATTORNEYS.

June 9, 1936. A. T. HAMILTON 2,043,291

GAME DEVICE

Filed April 18, 1935 4 Sheets-Sheet 2

Fig. 2



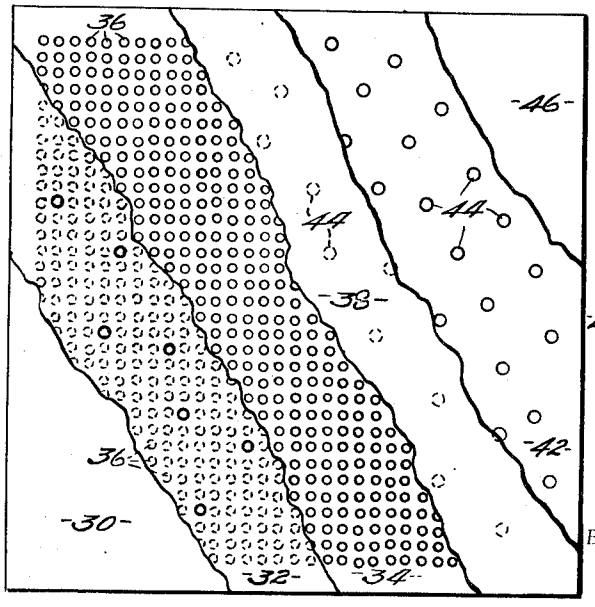




Fig. 12

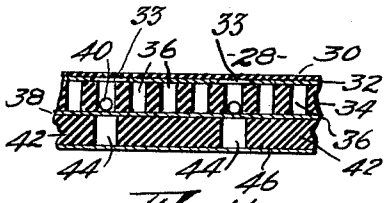



Fig. 11

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June 9, 1936. A. T. HAMILTON 2,043,291

GAME DEVICE

Filed April 18, 1935 4 Sheets-Sheet 3

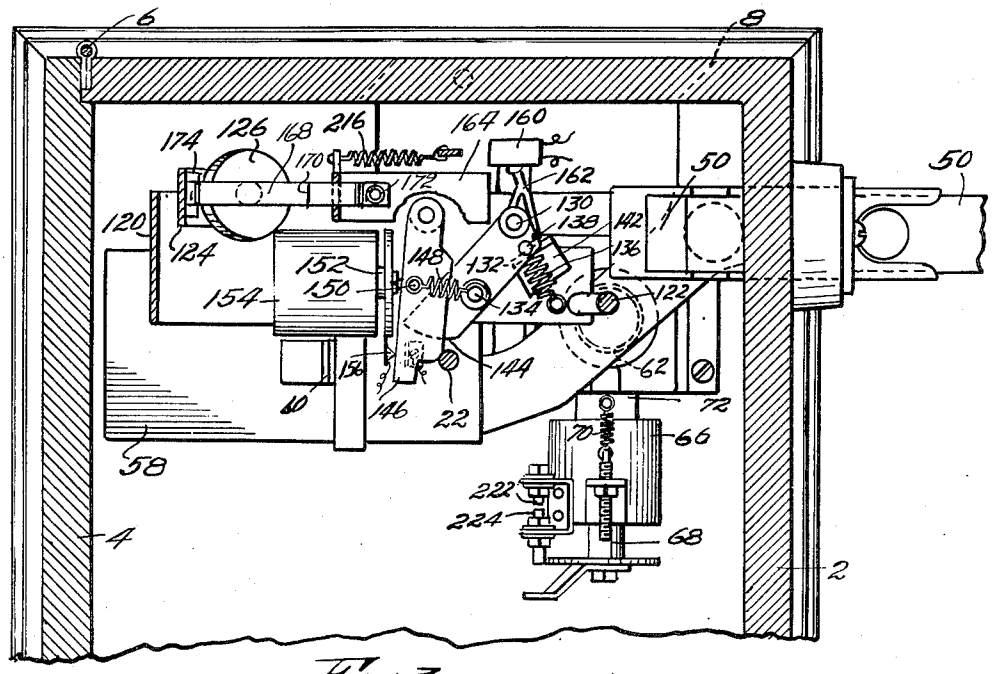



Fig. 3

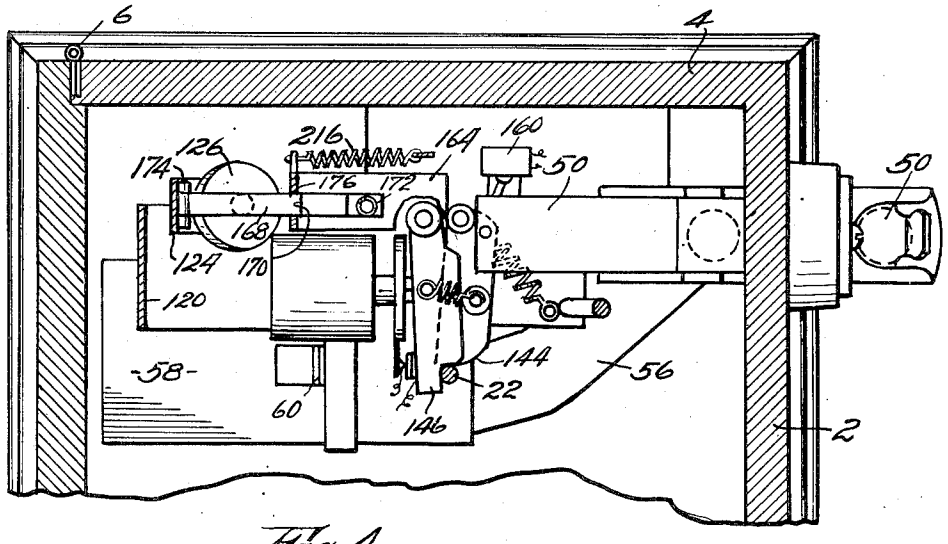



Fig. 4

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GAME DEVICE

Filed April 18, 1935 4 Sheets-Sheet 4

Fig. 5

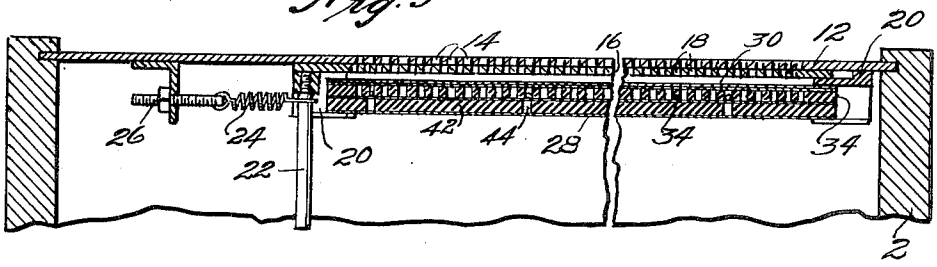



Fig. 6

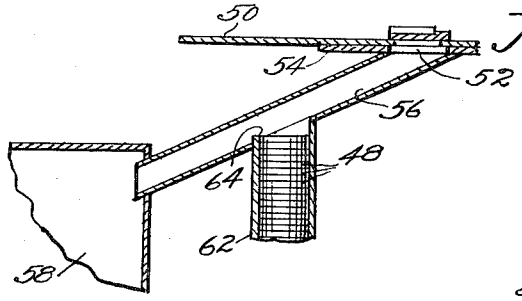
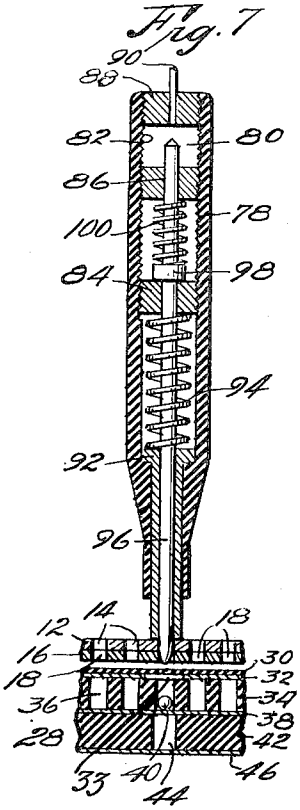



Fig. 7



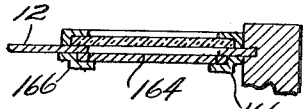




Fig. 9

Fig. 8

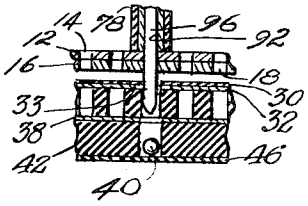
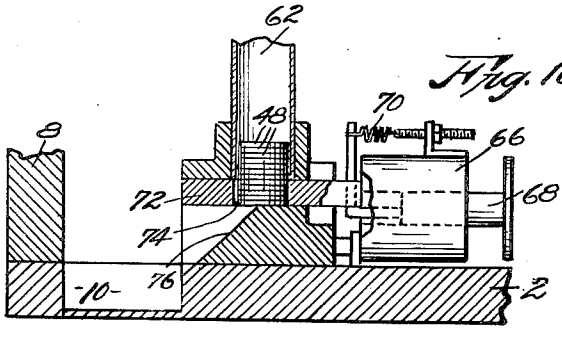



Fig. 10




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Patented June 9, 1936 2,043,291

# UNITED STATES PATENT OFFICE

2,043,291

## GAME DEVICE

Arthur T. Hamilton, Kansas City, Mo., assignor to Franklin S. Riley, Kansas City, Mo.

Application April 18, 1935, Serial No. 17,007

15 Claims. (Cl. 273—139)

This invention relates to games wherein the element of chance is involved to a greater or lesser extent and the object of the invention is the provision of structure embodying the concepts of the invention which is unique in form, novel in combination of inter-related parts and relatively inexpensive to manufacture when considering the advantages and results obtained.

One of the primary objects of the instant invention is to provide a game device which is largely electrical in character and which is of the disk operated class in that a disk must be introduced into the machine as the parts thereof are set for play.

Another very important aim of the invention is the provision of a game structure of the aforementioned general character wherein is embodied a replaceable laminated unit of the conventional "punch board" type, which unit is disposed in juxtaposition to a pair of perforated, relatively shiftable plates which when in one position serve as guides for the punch, forming a part of the game so that the same may be directed to certain cavities or perforations provided in the aforesaid replaceable unit.

Another even further object of this invention is the provision of a game device having a number of inter-related electrical circuits, which circuits are so combined with the mechanically operating parts of the game structure so as to present exceptionally unique and novel means within the game device both for rendering the same tamper proof and for actuating the parts of the game structure when certain switches are closed either manually or automatically as the game is being played.

A still further object of this invention is to provide simple and rugged structure for embodying the features contemplated. Such structure will be fully described in the following specification relating to the accompanying drawings illustrative of one embodiment of the invention and showing thereon various details which exemplify a large number of minor objects that the invention fulfills.

In these drawings

Figure 1 is a top plan view of a game device embodying the present invention.

Figure 2 is a vertical irregular section through the game device with parts broken away for clearness.

Fig. 3 is an irregular, fragmentary sectional view taken through the game device at one end thereof and just below the perforated plates which serve as a closure for the cabinet.

Fig. 4 is a view similar to Fig. 3 but with some parts omitted and showing certain of the elements illustrated in Fig. 3 in a different position.

Fig. 5 is a fragmentary detailed sectional view across the upper portion of the game device showing the relation between the shiftable plates and laminated unit.

Fig. 6 is a detailed sectional view showing a portion of a chute and associated parts.

Fig. 7 is an enlarged longitudinal sectional view through the punch which forms a part of the game and illustrating the same in association with the perforated plates and laminated unit.

Fig. 8 is a similar sectional view showing a part of the punch and the manner in which it extends through some of the sheets of the laminated unit.

Fig. 9 is a fragmentary sectional view taken along line IX—IX of Fig. 2.

Fig. 10 is a fragmentary sectional view through the disk ejecting means that is associated with both the electrical circuits in the game device and the receiving slot thereof.

Fig. 11 is a fragmentary sectional view through a small portion of the replaceable laminated plunger receiving unit.

Fig. 12 is a top plan view of said laminated unit with the various sheets comprising the same progressively broken away to reveal in full lines each of the several sheets of material which comprises the said unit, and

Fig. 13 is a diagrammatical view illustrating the electrical circuits employed in the game device.

In describing the embodiment of this invention which is illustrated in these accompanying drawings, reference will be made to the several parts thereof through the use of numerals, and the number 2 indicates a cabinet that may be made of wood or other suitable material and provided with a suitable door 4, hinged as at 6 so as to provide access to the parts of the game device that are housed in cabinet 2. Another door 8 is provided in one end of cabinet 2 so that when a number of the disks or units in the form of any desired commodity are fed to pocket 10, the same may be obtained by the player merely by opening door 8.

The top of cabinet 2 is preferably slightly inclined as illustrated in Fig. 2 and a closure for the otherwise open upper face of cabinet 2 is provided in the form of a perforated cover plate 12 provided with a large number of perforations 14 which are always visible but which may be closed by an underlying slidable shutter 16, likewise provided with perforations 18 of a size substantially the same as perforations 14 of plate 12.

The location and number of perforations 14 and 18 in plate 12 and shutter 16 respectively, are substantially the same and when shutter 16 is shifted laterally from a position where its perforations 18 are in register with perforations 14, it is impossible to project a tool or other instrument into cabinet 2 by way of any of the perforations 14. This feature of the invention is an important one and will be more fully hereinafter described.

The manner of mounting shutter 16 is clearly illustrated in Fig. 5 wherein is shown double channels 20 rigid to plate 12. The upper channel receives shutter 16 so that it may be slidably held against the lower face of plate 12 and the lower channel receives a replaceable unit of the nature next set down. Shutter 16 has a finger 22 depending therefrom and a spring 24 adjustably mounted with respect to its tension as at 26 serves to constantly urge the shutter toward one end of its path of travel.

Reference to Figs. 11 and 12 and others of the drawings will render clear the manner of constructing the special replaceable laminated plunger-receiving unit. This unit 28 comprises a number of superimposed sheets of material, some of which are of non-conducting substance and others of which are of material which readily conducts electrical energy. The uppermost or top sheet 30 is of fibrous material such as a heavy paper or the like that will not permit the passage of electrical energy. The next sheet 32 is a metal foil or some suitable conducting material which may be quickly and easily pierced by the hereinafter described punch as the game is operated. The next succeeding layer 34 is appreciably greater in thickness than sheets 30 and 32 and may be made of wood such as the well known ply wood now commercially obtainable. Perforations 36 are provided through this sheet 34 and when sheet 38 is spread over the other side of sheet 34, perforations 36 become cavities some of which are provided with metal balls 40 that serve as filler members for a purpose later specified. It is notable that sheet 38 and sheet 32 may be of the same material and both should be an electrical conductor. Sheet 42 is substantially the same width as sheet 34 and may likewise be formed of ply wood. A number of perforations 44 are provided through sheet 42 and these perforations 44 which are provided each underlie one of perforations 36 and for purpose of fulfilling the object of this invention, each perforation 36 having a filler member 40 therein should overlie one of the perforations 44 formed in sheet 42. As a final part of this unit 28 a sheet 46 of any suitable material is spread along the underside of sheet 42. This sheet merely completes the formation of a cavity from each perforation 44 and when filler member 40 is forced through sheet 38, it will be retained in the cavity and rest upon sheet 46. Holes 33 are provided in sheet 32 in alignment with and wherever a hole 44 is formed in sheet 42.

The unit 28 which has just been fully described, is removably affixed in juxtaposition with the two relatively shiftable perforated plates 12 and 16 in such fashion as to render each perforation 14 and 18 in alignment with a perforation 36 when the machine is set for play. In addition to this relationship between the parts, a perforation 44 is in alignment with certain of these perforations 14, 18 and 36 and in constructing the unit, a perforation 44 should always underlie a perforation 36 having a filler member 40 therein. Unit 28 is removably affixed in operative position by engagement with the channels 20.

As previously set down this game device may be of the disk operated type. The disks should be of different colors or should have thereon different numbers, indicia, etc., to indicate a number to be added to a score to make up a total or to indicate to a player a number of times he is entitled to play the game before the next succeeding player starts.

It has been found amusing to provide markings on the disks in the form of a single or a group of letters from which the player must form a complete word or group of words before the game is completed. Thus the disks may have "A—J" on one side and "TH" on the other. If the player has a disk with an "E" on one side he will not use that disk to set the game for play because of the liklihood of losing it. That disk will be joined with "TH" to form the word "THE". The means for introducing disks 48 into the device is the conventional type which will not operate any part of the mechanism until a disk 48 has been positioned. This type of disk handling structure is of the well known form and includes a disk slide 50 which is reciprocably or slidably mounted so that its innermost end might be moved inwardly against parts of the mechanism to set the same. As disk 48 is carried into the cabinet 2, it is moved over port 52 formed in member 54 which serves as a support for one end of chute 46. Chute 56 and port 52 are in register and disk 48 will drop into chute 56 through port 52 when slide 50 is at one end of its path of travel. When disk 48 is so released the slide 50 may be withdrawn and cannot be again moved to the setting position until another disk is introduced. Chute 56 extends to a disk box 58 that may have means 60 for locking it in place within cabinet 2 so that unauthorized persons cannot remove disks therefrom. A magazine 62 is in communication with chute 56 intermediate the ends thereof and disks 48 are caught and retained in magazine 62 until such time as the latter is completely filled as illustrated in Fig. 6. One edge of magazine 62 extends into chute 56 at the lowermost side of magazine 62 and forms a shoulder 64 against which disks 48 will strike until such time as an uppermost disk affords a smooth surface to guide the next succeeding disks over this said retaining shoulder 64. From this time on disks 48 will pass along chute 56 and into disk box 58. It is from this magazine 62 that a predetermined number of disks 48 are automatically and electrically fed when certain conditions arise in the playing of the game.

The means for ejecting a predetermined number of disks 48 or for ejecting any number of units or commodity elements from magazine 62 is clearly illustrated in Fig. 10. The means for ejecting includes an electrical circuit having as a part thereof the solenoid 66 with its movable core 68 that is normally held at one end of its path of travel by spring 70 which engages an up-turned part of core 68 that is also connected to plunger 72 through which is formed an opening 74 that is in alignment with magazine 62. As illustrated in this Fig. 10, a floor member 76 supports disks 48 and a number of them are within opening 74 of plunger 72. When solenoid 66 is energized, core 68 will be moved inwardly against the tension of spring 70, disks 48 within opening 74 will be moved to slide along the inclined portion of floor 76 and into pocket 10. As this action

takes place the part of plunger 72 between opening 74 and the end thereof will close the bottom of magazine 62 to preclude the escape of disks 48 in the magazine.

The specially formed punch forming a part of this game is clearly shown in Fig. 7 and the same comprises a case 78 which should be of some non-conducting material and which has a longitudinal central bore 80 formed therethrough, a portion of which is internally screw-threaded as at 82 to receive externally threaded partition members 84 and 86 respectively. A plug 88 is likewise in screw-threaded engagement with case 78 and closes one end thereof. This plug is in connection with a wire or similar electrical conductor 90 which forms a part of the electrical circuit of the game device. A shouldered sleeve 92 is in telescoping engagement with the other end of case 78 and projects therebeyond. This sleeve 92 is pressed outwardly to the limit of its path of travel by a spring 94 which bears against partition 84 at its one end and the end of spring 92 at its other end. This spring 94 circumscribes a plunger 96 which extends through sleeve 92 and is projected there-beyond and it is this sharpened plunger 96 that is used by the player of the game for piercing at least one of the two sheets of insulating material 32 and 38 respectively of unit 28. This plunger 96 has a shoulder forming member 98 thereon which is engaged by spring 100 interposed between partition 86 and said member 98. When springs 94 and 100 are both compressed, the upper end of plunger 96 will be moved against plug 88 and thereby close a circuit for a purpose later set forth.

In the illustrated embodiment of the punch shown in Fig. 7, plunger 96 has not engaged unit 28 but in the showing in Fig. 8 it has passed through a number of the sheets of said unit. Perforated cover plate 12 has a holder 102 mounted thereon in which may be carried directions for playing the game and a frame 104 is also mounted upon plate 12 to properly hold a glass or similar transparent material over an opening 106 formed through plate 12 for the purpose of displacing a part of the inner mechanism under certain conditions of play. Openings 108 and 110, also formed in plate 12 beneath the glass of frame 104, have light bulbs 112 and 114 respectively which are caused to burn and signal the player at certain times and under certain conditions of play. Clips 116 serve to releasably support punch case 78 and the electrical conducting wire 90 which leads from the pointer passes into the cabinet 2 as shown at 118.

The numeral 120 designates a bracket upon which most of the mechanical parts of the game device are mounted; 122 is a brace and 124 is a support for an electro-magnet 126 which is interposed in electrical circuit of the game device.

When slide 50 is moved in at the commencement of the play, the end thereof engages a roller 128 mounted upon pin 130 which is carried by arm 132. This arm 132 is pivotally supported upon a pivot pin 134 and a spring 136 urges arm 132 toward one end of its path of travel around pivot 134. Spring 136 extends between a depending pin 138 on arm 132 and an upstanding pin 140 rigid to bracket 120. A stop 142 engages pin 138 to limit the movement of arm 132 in one direction. One end of arm 132 is formed to present a cam face 144 which strikes finger 22 as arm 132 is moved about its pivot point 134. This action forces shutter 16 so that its perforations 18 are in register with perforations 14 of cover plate 12. When finger 22 is so moved, cam face 144 is so moved latch 146 will be moved behind finger 22 by spring 148 which extends between the upwardly projected pivot pin 134 and an unturned portion 150 of core 152 that extends through solenoid 154. Obviously spring 148 will draw core 152 outwardly in preparation for its movement into solenoid 154 when the circuit forming a part thereof is energized. The numerals 156 and 158 represent respectively the movable and stationary contact points of a switch which is closed so long as core 152 is held out and finger 22 is latched at one end of its path of travel. A switch 160 has a bifurcated arm 162 which straddles pin 138. The inward movement of slide 50 and the oscillating movement of arm 132 about its pivot 134 will first open switch 160 and then close the same. This switch might well be termed a safety switch because it breaks the main circuit of the game device to preclude any electrical action whatsoever until after slide 50 has been moved inwardly and then returned to its point of beginning.

As slide 50 moves inwardly it carries pin 130 against the end of slide 164 a portion of which is slidably mounted in channels 166 directly beneath the under surface of plate 12 and another portion of which extends downwardly to intersect latch 168 that has a shoulder 170 formed thereon. A spring 172 urges latch 168 into engagement with slide 164. Latch 168 is pivotally mounted as at 174 upon bracket 124 and its forward or shouldered portion extends through a hole 176 formed in the depending portion of slide 164. After once setting or locking slide 164 through the use of latch 168, it will not again be released until solenoid 126 is energized to withdraw shoulder 170 from engagement with the depending portion of slide 164.

The batteries or source of electrical energy B, illustrated in Fig. 13, are not shown in the remaining figures of the drawings but the same may be housed within cabinet 2 or located in some remote place. Because of the close relationship between the electrical circuits of the game device and the operation thereof it is believed desirable to set forth the said operation and a tracing of the electrical circuits at the same time.

When the game device is awaiting play, plate 12 and shutter 16 are in an off-set position so that the perforations 14 and 18 thereof are not in register. It is therefore impossible to insert plunger 96 through the shiftable perforated shutter 16 and against unit 28. A predetermined number of disks is drawn by each player from a container thereof before the game is started. When a disk is inserted slide 50 is moved in and the disk 48 drops into chute 56 and thence into magazine 62 as before set down. The inward movement of slide 50 moved arm 132 so that its cam face 144 forces finger 22 laterally against the tension of spring 24, thus shutter 16 is placed so that its perforations 18 are in alignment with perforations 14 of plate 12. As this is being accomplished, latch 146 moves behind finger 22 and is held there by spring 148. Also as this inward movement of slide 50 takes place, slide 164 is moved back to where the indicating panel 180, which is set therein is out of register with opening 106 through plate 12, also as slide 50 is moved in and then with-drawn switch 160 will first be opened and then closed. In opening switch 160 the points 182 and 184 thereof are parted so that no electrical action of any kind

can possibly take place by the insertion of plunger 96. This expedient insures that the machine cannot be mishandled or tampered with until after the slide 50 is with-drawn where another disk is required to set the same.

The player now grasps the punch and selects a perforation 14 through which to pass plunger 96. The object of course, is to strike a perforation 14 that not only is in alignment with one of the perforations 36 but which is also in alignment with a perforation 44 so that the number of disks that have been dropped by the player and his opponents in the bottom of magazine 62 will be released and made available to the player. Assuming for example that the player forces plunger 96 through aligned perforations 14, 18, 33 and 36 and against the filler member 40. In so doing plunger 96 will be forced to the position shown in Fig. 8. Sheet 30 will be pierced by a plunger 96 and filler member 40 will be forced through sheet 38. Members 96 and 88 of the punch will be forced together to contribute toward the closing of the circuits, bulb 114 will glow and electromagnet 126 will be energized so that the shutter retaining mechanism is released to permit the return of shutter 16 as soon as plunger 96 is withdrawn. Part of the circuit which causes electromagnet 126 to be energized may be traced as follows; battery B, wire 186, closed switch points 156 and 158, wire 188, closed switch points 182 and 184, wire 90, closed parts 88 and 96, member 40, sheet 38, wire 202, wire 204, wire 218, coil 126, wire 220, wire 210, wire 211, wire 198 and wire 200 to the battery B.

Simultaneously bulb 114 will be caused to glow and the circuit causing such action is traced as follows; battery B, wire 186, closed points 156 and 158, wire 188, closed points 182 and 184, wire 90, closed parts 90 and 96, filler member 40, sheet 38, wire 202, wire 204, wire 206, bulb 114, wire 208, wire 210, wire 211, wire 198 and wire 200 to battery B.

Simultaneously with the glowing of the bulb 114, plunger 72 is moved forwardly by the electromagnetic energy established in solenoid 66. The circuit causing such action is traced as follows; battery B, wire 186, closed points 156 and 158, wire 188, closed points 182 and 184, wire 90, closed members 88 and 96, filler member 40, sheet 38, wire 102, wire 212, solenoid 66, wire 214, and wire 200 to battery B. Bulb 112 is connected in multiple with battery B through the medium of wires 192 and 194. This bulb will, therefore, glow when the disk ejecting circuit is closed. It is visably indicated that plunger 72 is presenting the disks into pocket 10 and this indicator is in the form of slide 164 which is drawn forwardly by spring 216 as soon as electromagnet 126 is energized to release latch 168. This ejecting action takes place simultaneously with the other actions hereinbefore set down and the circuit which energizes electromagnet 126 to allow the indicator to show disks have been ejected is traced as set forth above. In exercising skill the player must consider the value of his disks, the number and value of those that have been played into the device ahead of him, and the chance he has of striking a hole in the punch board that will cause the delivery of some of the previously played disks.

Since the number of disks ejected from the magazine 62 is less than the number held thereby and some never pass therethrough, considerable skill is required to manipulate the supply of disks drawn by the player and received from the device so that his total is high when the game has been played a given number of times by each player, or so that he will have the greatest number of completed words formed by combining the disks in his possession at the end of the game.

Solenoid 154 is not energized to move latch 146 until the disks have actually been delivered and this point of the invention is insured through the use of switch points 222 and 224 that are brought together when core 68 is moved in through the action of solenoid 66. It has been previously mentioned that solenoid 66 is energized and plunger 72 is in the delivering position and since such is the case, points 222 and 224 are closed so that solenoid 154 is energized to withdraw latch 146 from its locking position. The circuit that is closed and which includes solenoid 154 is traced as follows; battery B, wire 186, closed points 156 and 158, wire 188, closed points 182 and 184, wire 90, closed members 88 and 96, filler member 40, sheet 38, wire 202, wire 212, wire 226, closed switch points 222 and 224, wire 228, wire 196, solenoid 154, wire 198 and wire 200 to battery B.

Obviously, when core 152 is withdrawn against the action of spring 148, switch points 156 and 158 will be opened and no further action can take place until the parts of the device are reset so as to again close points 156 and 158.

Assuming that the player has selected aligned perforations 14, 18 and 36 which are not provided with the additional elements such as 40 and 44 for the purpose of delivering disks, in this instance only bulb 112 will be caused to glow to indicate to the player that a complete contact has been made but that disks have not been won. In this instance the circuit with respect to the bulb 112 will be as follows: Battery B, wire 186, closed points 156 and 158, wire 188, closed points 182 and 184, wire 90, closed members 88 and 96, sheet 32, wire 190, bulb 112, wires 208, 210, 211, 198, 200 to battery B.

Solenoid 126 will not be energized and, therefore, the visible indicator carried by slide 164 and which is viewed through opening 106 will not be brought into play. Solenoid 66 will not be energized but solenoid 154 will be energized to withdraw latch 146 as mentioned. However, the circuit which is closed to energize solenoid 154 may be slightly different than the one just set down because switch points 222 and 224 are not involved. The circuit, therefore, when a non-winning play has taken place, is traced as follows: Battery B, wire 186, closed points 156 and 158, wire 188, closed points 182 and 184, wire 90, closed members 88 and 96, sheet 32, wire 190, wire 194, wire 196, solenoid 154, wire 198 and wire 200 back to battery B.

Obviously, if the player selects aligned perforations 14 and 18 which have previously been selected and beneath which is positioned perforated sheets 30 and 32, no electrical contact will be made and the player will be privileged to with-draw plunger 96 and select perforations 14 and 18 beneath which is an unperforated area of sheets 30 and 32. After all of the perforations 36 of sheet 34 have been once entered by plunger 96, unit 28 is taken from the game device and a new one placed in its stead. The ratio between the number of perforations 44 in sheet 42 and the number of perforations 36 in sheet 34 is determined by the manufacturer and their location with respect to each other may be altered as the units are constructed.

From the fore-going it will be observed that an extremely efficient, novel and unique game device has been conceived and embodied in a structure that is clearly illustrated and easy to understand and while one embodiment of the invention has been illustrated and described, it is desired to be limited only by the scope of the appended claims.

Having thus described the invention, what is claimed as new and desired to be secured by Letters Patent is:

1. A game device of the character described comprising, in combination, a pair of relatively shiftable perforated plates having the perforations thereof in register when the plates are in one position; a punch adapted to extend through selected registering perforations; means for feeding a commodity from the device; and means for actuating said feeding means when the said punch is extended through certain of said registering perforations of the plates.

2. A game device of the character described comprising, in combination, a pair of relatively shiftable perforated plates having the perforations thereof in register when the plates are in one of their related positions; releasable means for holding the said plates in such position; a punch adapted to extend through selected registering perforations; and means for shifting the plates to render the perforations thereof out of register after the said punch has been extended through and withdrawn from certain of said registering perforations.

3. A game device of the character described comprising, in combination, a pair of relatively shiftable perforated plates having the perforations thereof in register when the plates are in one position; a punch adapted to extend through selected registering perforations; means for feeding a commodity from the device; means for actuating said feeding means when the said punch is extended through certain of said registering perforations of the plates; and means for shifting the plates to render the perforations thereof out of register after the said punch has been withdrawn from the said selected registering perforations.

4. A game device of the character described comprising, in combination, a pair of relatively shiftable, perforated plates having the perforations thereof normally out of register; means for shifting the said plates to render the perforations thereof in register; a latch to hold the plates in the latter position; a punch adapted to extend through selected registering perforations; means operable by the said punch when extended through said registering perforations to move the latch to the inoperative position; and means for relatively moving the plates to render the perforations out of register after the punch has been withdrawn from the said selected registering perforations.

5. A game device of the character described comprising, in combination, a pair of relatively shiftable perforated plates; a laminated unit in juxtaposition to the said plates having peforated and imperforate sheets of material; a punch adapted to extend through selected perforations of said shiftable plates when the perforations thereof are in register, into the perforations of the perforated sheets of material of the laminated unit and through at least one of the imperforate sheets of the latter; and means for shifting the said perforated plates to render the perforations out of register after the punch has been withdrawn from the said selected perforations of the relatively shiftable perforated plates.

6. A game device of the character described comprising, in combination, a laminated unit having perforated and imperforate sheets; a punch adapted to extend into the perforations of one of said sheets and through at least one of the imperforate sheets of said unit in so extending; a shiftable guard plate for precluding the entrance of said punch into the perforations of said sheets when in one position; means for moving the said plate to the inoperative position; and means for moving the guard plate to the operative position as the punch is withdrawn from the perforations in the said sheets of the laminated unit.

7. A game device of the character described comprising, in combination, a laminated unit having perforated and imperforate sheets; a punch adapted to extend into the perforations of one of said sheets and through at least one of the imperforate sheets of said unit in so extending; and a filler member within certain of the perforations of one of said sheets whereby to pierce one of the other imperforate sheets when the said punch enters the perforations having the filler members therein.

8. A game device of the character described comprising, in combination, a laminated unit having perforated and imperforate sheets; a punch adapted to extend into the perforations of one of said sheets and through at least one of the imperforate sheets of said unit in so extending; and a filler member within certain of the perforations of one of said sheets whereby to pierce one of the other imperforate sheets when the said punch enters the perforations having the filler members therein, the perforations of one of the remaining perforated sheets of the unit being in register with those perforations of the first mentioned perforated sheet having the said filler members therein whereby the filler members are retained within the laminated unit after piercing one of the imperforate sheets thereof.

9. A game device of the character described comprising, in combination, a laminated unit having alternate perforated and imperforate sheets of electrical non-conducting and conducting material respectively; a punch adapted to extend into the perforations of one of said sheets and through one of the imperforate sheets; means for feeding a commodity from the device having an electro-magnetically operated member; a filler member disposed within certain of the perforations of said perforated sheet; and an electrical circuit having the imperforate sheets, the punch, the filler member and the electro-magnet therein, said circuit being closed to operate the means for feeding a commodity from the device when said punch is inserted into one of the perforations containing a filler member.

10. A game device of the character described comprising, in combination, a laminated unit having alternate perforated and imperforate sheets of electrical non-conducting and conducting material respectively; a punch adapted to extend into the perforations of one of said sheets and through one of the imperforate sheets; means for feeding a commodity from the device having an electro-magnetically operated member; a filler member disposed within certain of the perforations of said perforated sheet; an indicating slide adjacent said unit; an electro-magnet to release the said slide to the position indicating the said punch has entered a perforation having a filler

member therein; and an electrical circuit in connection with a source of electrical energy having the imperforate sheets, the punch, the filler member, the electro-magnet of said commodity feeding device and the electro-magnet for the indicating slide therein, said circuit being closed to operate both the feeding means for the commodity and the indicating slide when said punch is inserted into one of the perforations containing a filler member.

11. A game device of the character described comprising, in combination, a laminated unit having alternate perforated and imperforate sheets of electrical non-conducting and conducting material respectively; a punch adapted to extend into the perforations of one of said sheets and through one of the imperforate sheets; means for feeding a commodity from the device having an electro-magnetically operated member; a filler member disposed within certain of the perforations of said perforated sheet; and an electrical circuit having the imperforate sheets, the punch, the filler member and the electro-magnet therein, said circuit being closed to operate the means for feeding a commodity from the device when said punch is inserted into one of the perforations containing a filler member, said punch having a switch closable as pressure is exerted to pierce the said imperforate sheet of the laminated unit.

12. In an electrical game device of the character described, a laminated unit having perforated and imperforate sheets; and filler members comprising metallic balls disposed in certain of the perforations of one of said perforated sheets, certain of said imperforate sheets being composed of electrical conducting material.

13. In an electrical game device of the character described, a laminated unit having perforated and imperforate sheets; and filler members comprising metallic balls disposed in certain of the perforations of one of said perforated sheets, certain of said imperforate sheets being composed of electrical conducting material, the perforated sheets of the unit being composed of non-conducting material.

14. In an electrical game device having a perforated panel and a punch adapted to extend through the perforations of said panel, a laminated unit having perforated and imperforate sheets; and filler members disposed in certain of the perforations of one of said perforated sheets, the sheets of material on each side of said perforated sheet having the filler members therein being composed of electrical conducting material.

15. In an electrical game device having a perforated panel and a punch adapted to extend through the perforations of said panel, a laminated unit having perforated and imperforate sheets; and filler members disposed in certain of the perforations of one of said perforated sheets, the sheets of material on each side of said perforated sheet having the filler members therein being composed of electrical conducting material, the perforations of said perforated panel and the perforations of said perforated sheet of the laminated unit being in register.

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