July 21, 1959 J. J. HAGOPIAN 2,896,085

LIGHT RESPONSIVE AMUSEMENT DEVICE

Filed Jan. 17, 1956

Fig. 1

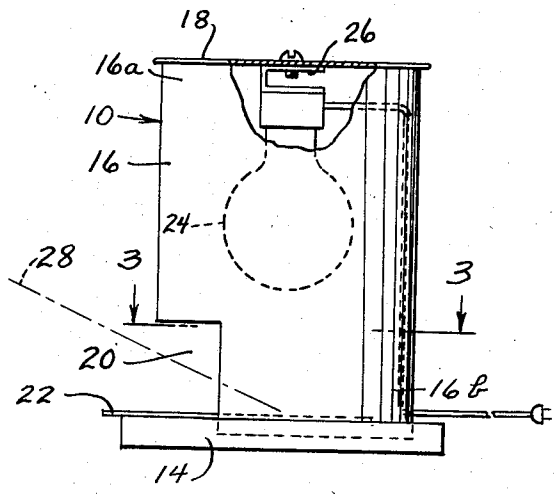


Fig. 2

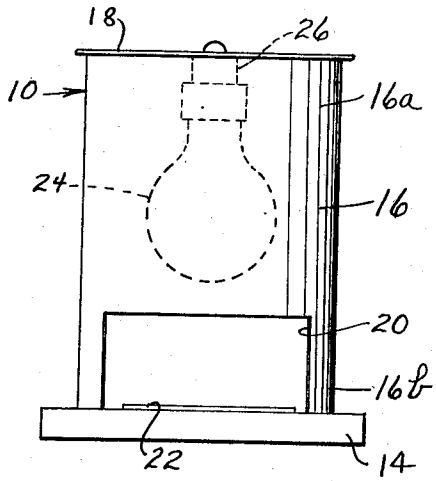
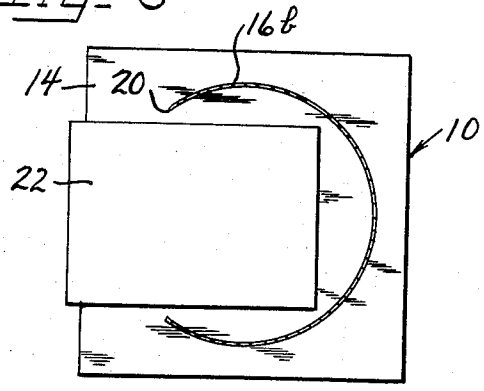


Fig. 3



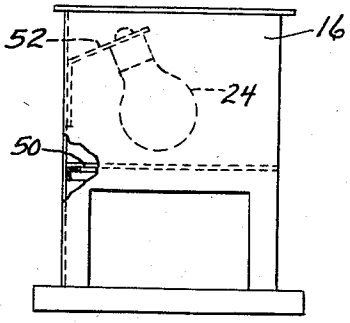


Fig. 5

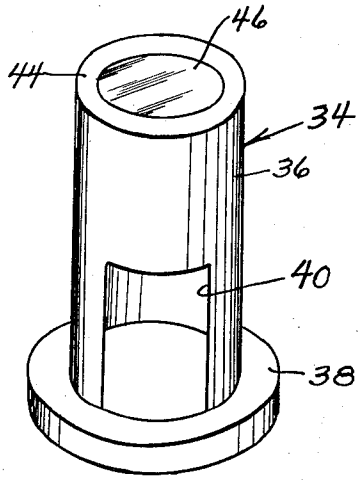


Fig. 4

INVENTOR.

JACOB J. HAGOPIAN

by F. W. Anderson Atty.

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LIGHT RESPONSIVE AMUSEMENT DEVICE

Jacob J. Hagopian, Santa Clara County, Calif.

Application January 17, 1956, Serial No. 559,724

2 Claims. (Cl. 250—78)

This invention relates to amusement devices, and more particularly has to do with a game of the type which utilizes cards having a word or words written thereon by means of a marking material that becomes visible only when the cards are inserted in a viewing box and exposed to a light of a frequency different from ordinary light, for example, ultra-violet light.

It is an object of the present invention to provide an improved viewing box particularly adapted to efficiently direct light onto a card inserted in a light-tight viewing box.

Another object of the invention is to provide an amusement device that is extremely simple in construction and economical to manufacture.

Other and further objects and advantages of the present invention will be apparent from the following description taken in connection with the accompanying drawings, in which:

Figure 1 is a side elevation, with parts broken away, of an amusement device constructed in accordance with the teaching of the present invention.

Figure 2 is a front elevation of the device of Figure 1.

Figure 3 is a plan view of the device of Fig. 1.

Figure 4 is a perspective of a second embodiment of the device of the present invention.

Figure 5 is a front elevation, partly broken away, of a third embodiment of the device of the present invention.

The present application concerns a device similar to the device disclosed in my copending application, Serial Number 523,953, filed July 25, 1955. As disclosed in said copending application, the invention contemplates the preparation of cards, sheets, and the like using ordinary paints, inks, chalks, crayons, etc. to write a question of an educational nature on the portion of each card and the supplying of an answer to the question marked on another portion of the same card or sheet, using one of the fluorescent or phosphorescent materials, so that upon placing the card into a viewing box or receptacle having a source of ultra-violet light, the answer, which is normally invisible, becomes visible. The invisible marking may be made by means of either a fluorescent or a phosphorescent material that is normally colorless or that is the same color as the background color of the card or sheet. Similarly, cards having visible pictures or maps and invisible identifications, and other variations of the cards may be used.

In Figures 1, 2 and 3, an improved arrangement of the game of the present invention is illustrated. The reference numeral **10** indicates a light-tight box having a rigid base **14** which may be made of wood, plastic or a similar rigid material and may be square, round, or of any suitable configuration in horizontal cross-section. A hood **16** is mounted on the base **14**. The hood is of generally cylindrical configuration and has an upper end portion **16***a* closed by a cover **18** that may be integrally formed with the body of the cylinder, or may be secured thereto in any conventional manner. At its lower end, the cylinder has a segmental cylindrical portion **16***b* tightly disposed in a slot **18** (Fig. 3) in the base **14**.

The lower segmental cylindrical portion **16***b* cooperates with the base **14** and the upper cylindrical portion **16***a* of the hood to define a viewing port **20**. A game card **22** may be inserted into the hood **16** through the port **20**, and may be positioned on the upper surface of the base **14** with the invisible picture or question disposed directly under a lamp **24** that is suspended from a bracket **26** secured in depending relation from the cover **18** of the hood **16**. The lamp **24** is disposed on the axis of the cylindrical hood and is arranged to direct its light beams downwardly onto the card.

As indicated by the dot-dash line **28**, the contestant may see the portion of the card under the lamp by looking downwardly and inwardly along the line **28**. Accordingly, when the invisible writing becomes visible under the action of the beam from the lamp, the correctness of the contestant's guess can be determined.

A feature of this invention is the proportioning of the viewing port **20** in such a manner that, not only can the invisible writing be easily seen, but also the lamp may be inserted into the hood through the port.

In Figure 4 a second embodiment of the light-tight viewing box is illustrated. The embodiment **34** comprises a cylindrical hood **36** having its lower end tightly disposed in a slot in a rigid base **38**. A cut out portion **40** in the hood **36** provides a viewing port through which a game card may be inserted into the hood **36**. A cover **44** extends across the top of the open upper end of the hood. A filter **46** is disposed across an opening **48** in the cover **44** so that, when an ultra-violet light source is placed above the filter **46** exteriorly of the box **34**, the filtered light beam will fall on the portion of the card aligned with the axis of the cylindrical hood. The ultra-violet light source may be a common "sun lamp" or the box may be placed so that natural sunlight enters through the filter **46**.

It will be evident that a filter, such as the filter **46** of Figure 4 may be used with the viewing box **10** of Fig. 1 if desired. In such an arrangement, the filter would preferably be mounted directly under the lamp **24** to extend entirely across the hood **16**, as indicated by the numeral **50** in Fig. 5.

Also, while the bracket **26** of Fig. 1 is a preferred embodiment, a similar bracket secured to the side wall of the hood **16** may be used. It is only necessary that the beam of light from a bulb mounted on the bracket be directed downwardly onto the card. A wall bracket **52** is shown in Fig. 5.

While the hoods **16** and **36** are described as being cylindrical, it may be necessary for manufacturing purposes to provide a slight taper to the hood. Accordingly, when the term "cylindrical" is used in the following claims, it is intended to include all generally cylindrical forms of the hood.

While the specification and drawings, by way of illustration, have shown certain preferred embodiments of the invention, the scope of the invention is in no way intended to be limited thereby except as set forth in the accompanying claims.

I claim as my invention:

1. In an amusement device of the type in which a card is inserted in a viewing box, a viewing box comprising a base, a hood formed symmetrically about an axis and mounted on the upper surface of said base and having a lower wall portion cooperating with the base to define an access and viewing opening, a top wall extending across the upper end of said hood, and a lamp mounted in depending relation from said top wall and disposed substantially on the axis of said hood and adapted to direct ultra-violet light onto said base, said access and

viewing opening having a width sufficient to receive a card presented thereto in a horizontal position and having a height sufficient to permit a card disposed on said base directly under said lamp to be seen from outside of said hood through said opening.

2. A viewing box comprising a base, a symmetrical hood mounted on said base, and a lamp mounted in said hood substantially on the axis of said hood, said hood having a lower edge portion disposed in spaced relation to said base to define a viewing port through which a card may be passed.

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