

Oct. 18, 1938.

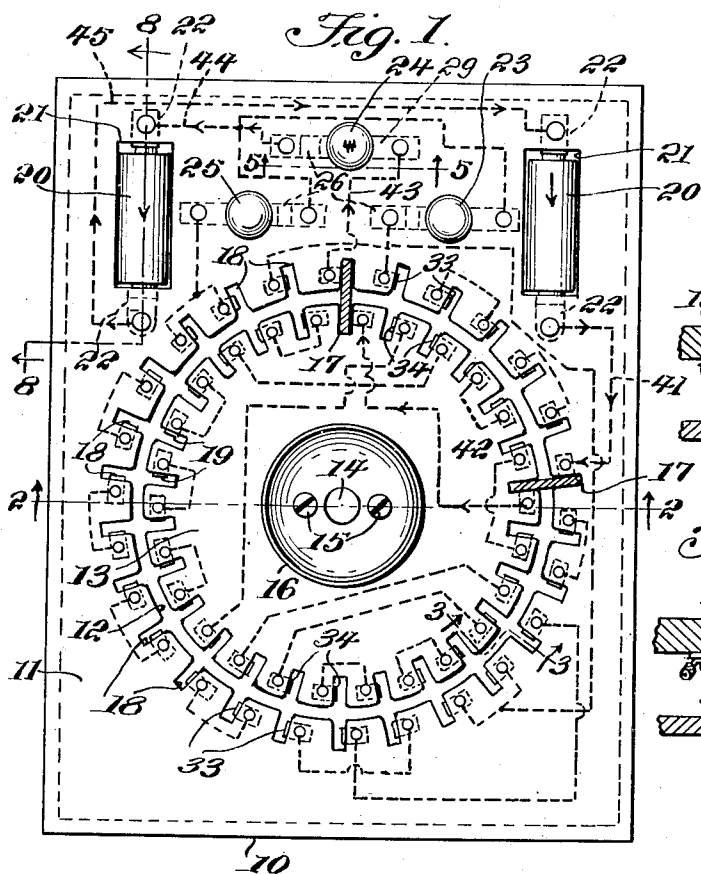
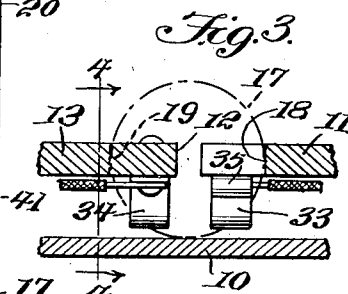
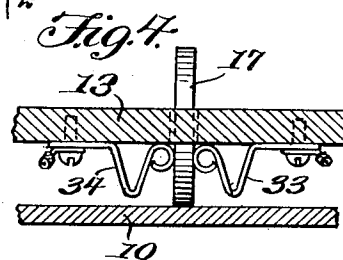
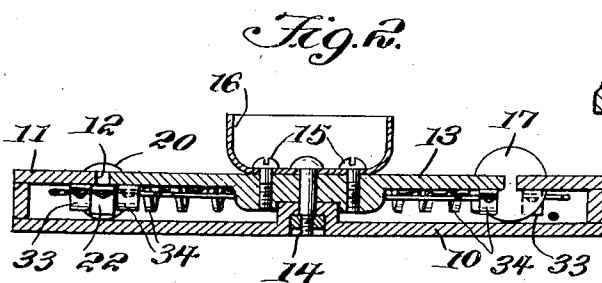
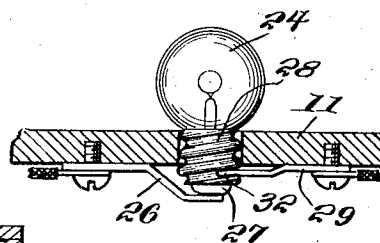
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2,133,676

GAME APPARATUS

Filed May 16, 1938

2 Sheets-Sheet 1



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GAME APPARATUS

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2 Sheets-Sheet 2

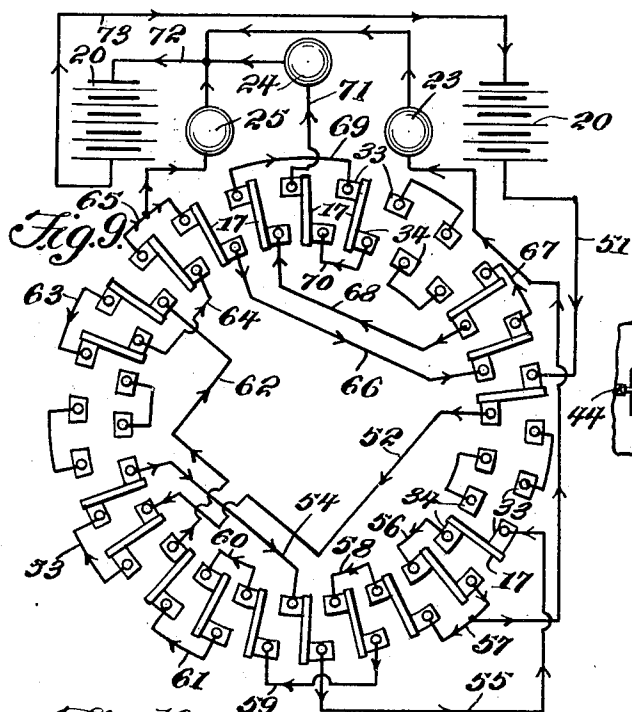


Fig. 6.

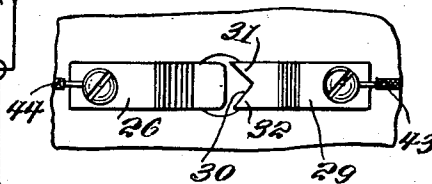


Fig. 7.

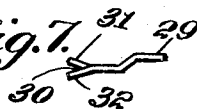
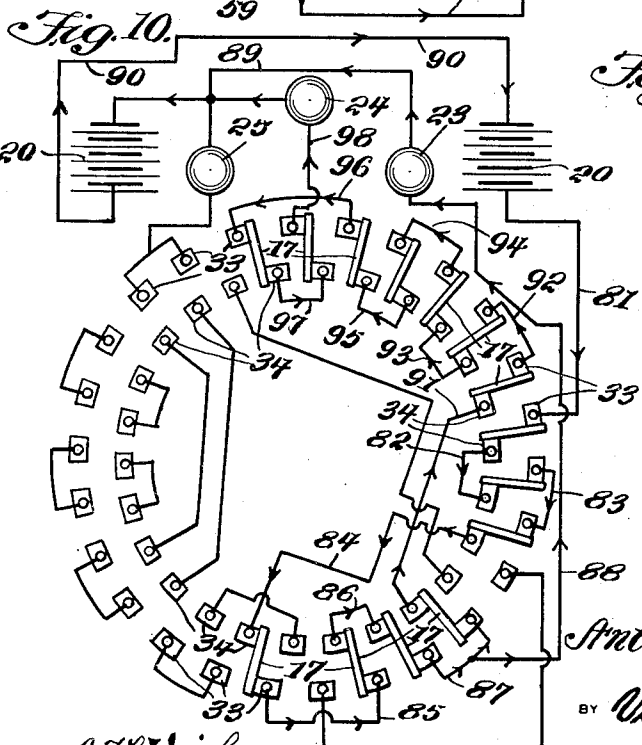
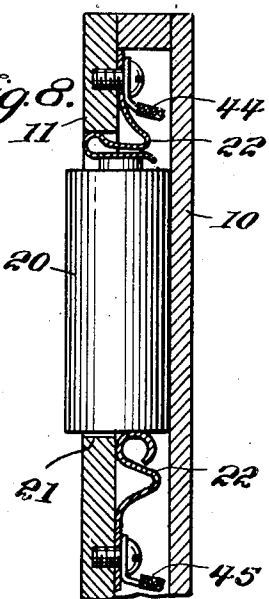


Fig. 8.



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2,133,676

GAME APPARATUS

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Application May 16, 1938, Serial No. 208,229

3 Claims. (Cl. 273—139)

This invention relates to game apparatus and has for an object to provide a game board having circuits for lighting by chance one or more lamps through the medium of inserting a game piece such as a metal disc to bridge contacts arranged in two annular series on the game board, one of the series being movable relatively to the other to change the combination after a successful play.

A further object is to provide a device of this character which will be formed of a few strong simple and durable parts, which will be inexpensive to manufacture, and which will not easily get out of order.

With the above and other objects in view the invention consists of certain novel details of construction and combinations of parts herein-after fully described and claimed, it being understood that various modifications may be resorted to within the scope of the appended claims without departing from the spirit or sacrificing any of the advantages of the invention.

In the accompanying drawings forming part of this specification,

Figure 1 is a plan view of game apparatus constructed in accordance with the invention.

Figure 2 is a cross-sectional view taken on the line 2—2 of Figure 1.

Figure 3 is a cross-sectional view taken on the line 3—3 of Figure 1 and showing two of the circuit closing contacts.

Figure 4 is a cross-sectional view taken on the line 4—4 of Figure 3 and showing the contacts in side elevation.

Figure 5 is a cross-sectional view taken on the line 5—5 of Figure 1 and showing the electrical connections of one of the lamps.

Figure 6 is a bottom plan view of the parts shown in Figure 5.

Figure 7 is a fragmentary view showing the bifurcated tip of the lamp contact for threadedly engaging the screw base of the lamp.

Figure 8 is a longitudinal sectional view taken on the line 8—8 of Figure 1 and showing the battery connections.

Figure 9 is a diagrammatic view showing the electrical wiring of the device in position to light three lamps simultaneously.

Figure 10 is a diagrammatic view showing the electrical wiring of the device in position to light two lamps simultaneously.

Referring now to the drawings in which like characters of reference designate similar parts in the various views, 10 designates a hollow base frame of substantially rectangular contour hav-

ing the top wall 11 provided with a central opening 12 in which is rotatably mounted a disc 13 that is level with the top wall as shown in Figure 2.

The disc is mounted axially on a pivot pin 14 which coacts with a pair of screws 15 to confine a cup 16 upon the upper face of the disc. The cup serves as a jack pot to receive game pieces such as metal discs 17 which form circuit closers.

The top wall is provided with a plurality of equidistant radially extending slots 18 and the disc is provided with a like number of radially extending slots 19 which are adapted to be aligned with the slots 18 and receive one of the game pieces 17 to close circuits by chance as will presently be described. Battery cells 20 are arranged in respective openings 21 in the wall as best shown in Figures 1 and 8 and may be replaced by simply sliding the cells outwardly from between spring clips 22 which form terminals.

Preferably three lamps 23, 24 and 25 are located on the cover 11 at one end of the base frame. As best shown in Figures 5, 6 and 7 a spring clip 26 forms a circuit terminal and engages the center contact 27 of the screw base 28 of the lamp. A spring clip 29 forms a circuit terminal and is provided with a bifurcated end 30, best shown in Figure 6, the branches of which are bent oppositely to each other as shown at 31 and 32 in Figure 7 to threadedly engage the threaded base of the lamp.

On one side of each slot of the top near the end thereof a switch contact 33 is disposed and on the opposite side of the slot 19 in the disc which aligns by chance with the slot 18, a switch contact 34 is disposed as best shown in Figures 1, 9 and 10.

The switch contacts 33 and 34 are shown in detail in Figures 3 and 4, each comprising a substantially V-shaped spring strip terminating in a rounded head 35 for contacting with the respective side of the disc game piece 17.

In wiring the device selected ones of the switch contacts 33 of the switch contacts carried by the wall are connected together by loops or jumpers. Likewise selected ones of the switch contacts 34 carried by the spinner disc 13 are connected together by loops or jumpers. These loops will hereinafter be described by numerals so that circuits may be traced during the explanation of the playing of the game.

The battery cells are connected in circuit with certain of the contacts 33 carried by the top wall of the base frame and with the lamps so that by inserting the game piece in certain slots one

lamp, or two lamps, or all three lamps may be energized.

The parts are in position in Figure 1, to energize the intermediate lamp only and circuit may be traced from the battery 20 on the right hand side of the base frame, circuit wire 41, disc 17, circuit wire 42, disc 17, at a predetermined point spaced from the first named disc, circuit wire 43, lamp 24, circuit wire 44, the battery on the left hand side of the base frame, circuit wire 45 on the left hand side of the base frame, back to the battery on the right hand side of the base frame. Thus a single lamp will glow. One or more up to 12 players may play, each player in turn inserting a metal disc in a selected slot until one or more lights are energized and this ends the game. The player who inserts the disc that causes the light to be energized then places a disc in the jack pot 16 for each lamp not lighted and in the position of the parts shown in Figure 1 the winner would place two discs in the jack pot. Then the spinner disc 13 is turned rapidly using the jack pot as a handle to change the combination, after the winner has removed all the discs from the slots to build up his score. Play again starts led off by the winner inserting a disc in a selected slot. Play continues in this manner until a predetermined number of game pieces or discs is first won by any player.

As shown in Figure 9 the parts are arranged in the combination to energize two of the lamps. It will be observed that players have in turn inserted twenty discs to close circuits from the batteries through three of the lamps as follows:

Beginning at the battery 20 on the right of the figure the circuit may be traced through the wire 51, jumper 52, jumper 53, jumper 54, jumper 55, jumper 56, jumper 57, jumper 58, jumper 59, jumper 60, jumper 61, jumper 62, jumper 63, jumper 64, jumper 65, jumper 66, jumper 67, jumper 68, jumper 69, jumper 70, circuit wire 71, to the center lamp 24, conductor wire 72 to the battery on the left of the figure, and conductor wire 73 to the battery on the right of the figure.

At the same time the current will divide through the jumper 65, passing through the lamp 25 and wire 72 to the battery 20 on the left of the figure. At the same time the current will divide at the jumper 77 and pass through the lamp 23 and thence to the battery 20 on the left of the figure returning through the wire 73 to the battery on the right of the figure.

The wiring diagram of Figure 10 shows two lights being lit simultaneously by closing of circuits from the battery through three of the lamps, fourteen game pieces having been properly applied by the players before the winning player has played the final game piece.

The circuit may be traced from the battery 20 on the right of the figure through the circuit

wire 81, jumper 82, jumper 83, jumper 84, jumper 85, jumper 86, jumper 87, circuit wire 88, through the lamp 23, circuit wire 89 to the battery 20 on the left of the figure thence returning through the circuit wire 90 to the battery 20 on the right of the figure.

From the jumper 87 a circuit may be traced through the jumper 91, jumper 92, jumper 93, jumper 94, jumper 95, jumper 96, jumper 97, circuit wire 98 to the intermediate lamp 24 and from thence through the conductor wire 99 to the battery 20 on the left of the figure thence returning to the battery on the right of the figure through the conductor wire 90 above mentioned.

The player who inserts the disc to cause all of the lights to light as indicated in Figure 9, wins all of the discs on the playing board and also wins the jack pot.

From the above description it is thought that the construction and operation of the invention will be fully understood without further explanation.

What is claimed is:

1. An electrical game apparatus comprising a fixed plate of insulating material having a central circular opening therein, a revoluble plate of insulating material mounted in said opening flush with said fixed plate, there being a circular series of aligned radially extending slots in the fixed plate and in the revoluble plate, a plurality of metallic disc circuit closers adapted to each be received in one of the slots of the revoluble plate and an opposite slot in the fixed plate, annular series of oppositely disposed switch contacts on the lower faces of the fixed plate and revoluble plate at said slots adapted to be bridged by said circuit closing discs, a source of electric current on the fixed plate, a plurality of signal lamps on the fixed plate connected in circuit with said source of current, jumpers electrically connecting together certain of the contacts on the revoluble plate, jumpers electrically connecting together certain of the contacts on the fixed plate, conductors connecting certain of the jumpers on the fixed plate with respective ones of the lamps, and conductors connecting certain of the jumpers on the fixed plate to said source of electricity, said lamps being energized singly, in pairs, or all simultaneously when said circuit closing discs are manually inserted in respective predetermined patterns in said slots.

2. The structure recited in claim 1, in which said switch contacts are substantially V-shaped in contour and are provided with rounded contact ends to permit easy insertion and withdrawal of the circuit closing discs.

3. The structure as recited in claim 1 in which said revoluble plate is provided with a cup forming a handle for revolving the plate and forming a container for said disc circuit closers.

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