

July 22, 1958

A. J. FRENCH

2,844,374

ELECTRICAL GUESSING GAME

Filed Dec. 27, 1955

Fig. 1

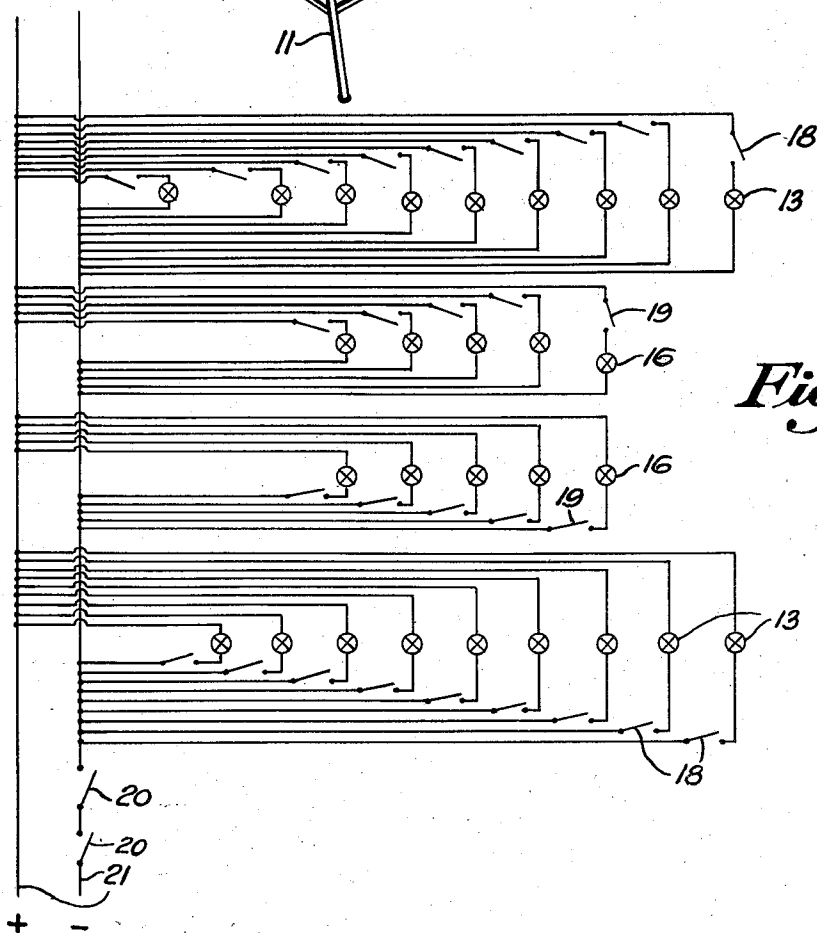
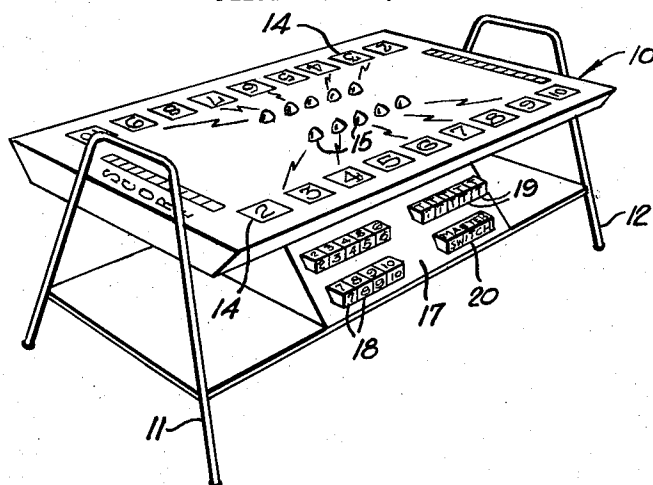


Fig. 2

INVENTOR.
ANTHONY J. FRENCH
BY *Richards & Geier*
ATTORNEYS

1

2,844,374

ELECTRICAL GUESSING GAME

Anthony J. French, Waterloo, N. Y.

Application December 27, 1955, Serial No. 555,422

1 Claim. (Cl. 273—1)

This invention relates to a game and refers, more particularly, to a game involving the use of electrical circuits for lighting and extinguishing electrical signaling lamps.

While games are generally classified as games of skill and games of chance, there are also many games which have features pertaining to both of these categories. These games require a player to study his opponent and to appraise him from a psychological point of view, so as to be able to estimate accurately the move his opponent may decide to make. At the same time, games of the last mentioned type involve an element of excitement and chance in that the final outcome of the game does not depend solely upon the skill of one player.

An object of the present invention is the provision of a game of the last mentioned type which will combine elements of skill and chance, which may serve to develop the mentality and the rapid thinking of a player and which at the same time will be most amusing and entertaining.

Other objects of the present invention will become apparent in the course of the following specification.

In attaining the objects of the present invention it was found desirable to provide a game, consisting of electrical signaling devices such as electrical lamps arranged in suitable rows and operable by two or more players.

According to a preferred embodiment of the inventive idea, the game consists in that one player picks out a number at random and registers his choice upon a board. He then guesses a number which consists of the sum of the number of his choice and the number registered by his opponent. A manipulation of the electrical switches will show to both players whether the guess was correct or not. Then the task of registering a number and guessing the sum of which the registered number is a part falls upon the opponent. It is apparent that a game of this type may be played by two players who manipulate switches so arranged that one master switch will not function without the manipulation of the second master switch. On the other hand, the manipulation of one master switch may be carried out from a central board.

It is thus apparent that a game of this nature can be played rapidly, involves elements of skill and chance and is most suitable to develop the personality of a player who must anticipate the way of thinking of his opponent. The game also involves the lighting and extinguishing of electrical signaling lamps which provide a most effective artistic effect.

The invention will appear more clearly from the following detailed description when taken in connection with the accompanying drawing, showing by way of example a preferred embodiment of the inventive idea.

In the drawing:

Figure 1 is a perspective view of a table provided with a game constructed in accordance with the principles of the present invention;

Figure 2 is a diagram showing the electrical connec-

2

tions of the signaling lamps, constituting a part of the game.

The game constituting the subject of the present invention is played upon a table 10 carried by supports 11 and 12. Inside the table surface 10, nine electrical signaling lamps, designated by the numeral 13 in Figure 2, are located. The lamps 13 are concealed from an observer and their light shines through windows 14 which may be transparent or translucent. The windows 14 have black or dark numerals 2 to 10 painted thereon. Since the table 10 shown in Figure 1 is intended for two players, a similar row of windows 14 provided with the same numerals is arranged on the opposite side of the table and is also illuminated by a set of lamps.

In addition to the two rows of windows 14, there are two rows of smaller openings 15 which are located between the rows of windows 14. Each row of openings 15 consists of five openings which are also illuminated by small signaling lamps 16 (Fig. 2) located in these openings.

If desired, the openings 15 may be also provided with corresponding numerals.

The switches operating the lamps 13 and 16 are located upon a board 17. It is obvious that a similar board 17 with identical switches is located upon the opposite side of the table 10.

The lamps 13 are operated by switches 18, a separate switch being provided for each lamp. As shown in Figure 1, the switches 18 may be located in two rows and may be numbered 2 to 10 to correspond with the same numerals appearing through the windows 14.

The lamps 16 are operated by switches 19 which may be located upon the other side of the board. As shown in Figure 1, there are five switches 19 corresponding to the five lamps which may send their light through the openings 15.

In addition to the switches 18 and 19, upon each side of the table 10 is a master switch 20 which controls the illumination of all the lamps 13 and 16.

As shown in Figure 2, each of the lamps 13 and 16 and each of the switches 18 and 19 controlling these lamps are connected by wiring, which includes the two master switches 20, to the main wires 21 which may be connected to a plug (not shown) for the purpose of supplying electrical energy to these circuits.

The game illustrated in the drawing may be played as follows:

Two players may be seated at opposite sides of the table 10. At that time the master switches 20 are open so that no light is visible through the windows 14 and 15. Each of the two players thinks of a number from one to five and presses a corresponding switch 19. For example, if a player has thought of the number 3, he will press the third switch 19. By way of further example, if the other player has thought of the number 2, he will press the second switch 19 located on his side.

Then it is the task of the first player to guess the number which the opponent has thought of and to add it to his own number. By way of example, let it be assumed that the first player has guessed correctly that his opponent has thought of the number 2, so that the sum of the two numerals will be 5. Then the first player will press the fourth switch 18, namely, the switch marked with the numeral 5. At that stage both players are ready to operate their master switches 20. It will be noted that it is necessary for the players to operate the two master switches, since when only one master switch 20 is operated the circuit will remain open. If, continuing with the example set forth above, the two players depress their switches 20, the window indicated by the numeral 5 will appear lit to the players. Furthermore, the second window upon one of the rows of the openings 15 and the

3

third window upon the other one of the rows of the openings 15 will be lit also. Then it will become apparent to both players that the player who is required to do the adding has guessed correctly since the correct sum will appear illuminated in the window 14. Then the player who was required to do the guessing scores one point and the task of making the guess is transferred to his opponent.

It is apparent that the above rules of the game have been given by way of example only and that they may be varied within wide limits. It is further apparent that the game has a substantial educational value since it will teach a young person to carry out rapid calculations. It is also obvious that in order to play the game successfully, the players have to study their oponents to some extent and to anticipate their decisions. While the above description of the game has been given by way of illustration, it is apparent that it may be varied within wide limits. All such and other variations and modifications are to be included within the scope of the present invention:

What is claimed is:

In a game, a table having flat surface and two opposed edges, two equal rows of signaling devices located upon said surface, the number of signalling devices in each row being equal to the number of numerals in a predeter-

4

mined sequence of such numerals and each device corresponding to a numeral of said sequence, each row being located adjacent a separate edge, two other equal rows of signalling devices, each signalling device in any one of said other rows corresponding to a different sum of two numerals of the first-mentioned row, each of the second-mentioned rows being located close to one of said opposed edges, the first-mentioned rows being located upon said surface opposite each other and between the second-mentioned rows, a separate switch for each of said signaling devices, two master switches, said separate switches and said master switches being carried by said table and located below said opposed edges thereof, the separate switches for the signalling devices adjacent a particular edge and the master switch of that player being mounted on the table below the edge relating to such player, and means operatively connecting said master switches with said signaling devices.

References Cited in the file of this patent

UNITED STATES PATENTS

655,264	Nichol	Aug. 7, 1900
911,363	Baird	Feb. 2, 1909
2,665,910	Hutchins	Jan. 12, 1954