United States Patent

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[54] **ELECTRONIC TACTICAL GAME**
10 Claims, 3 Drawing Figs.

[52] **U.S. Cl.** ..... **273/94 R, 273/138 A**
[51] **Int. Cl.** **A63f 7/06**
[50] **Field of Search** ..... 273/88, 93 R, 94 R, 138 A

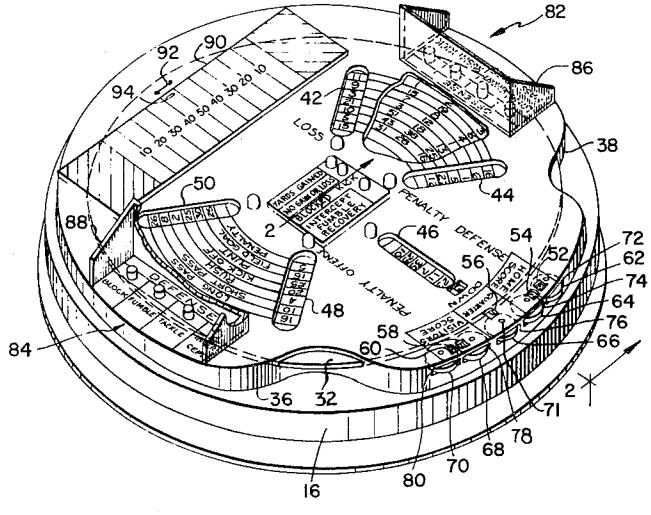
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ABSTRACT: A board formed with a plurality of openings and having indicia of a game illustrated on the upper surface thereof is affixed to a platform which is rotatably mounted to a base. A rotatable computing wheel having a plurality of alphanumeric characters in arcuate rows and radial columns printed on the upper surface thereof is interposed between the board and platform, selected columns of alphanumeric characters being visible through the openings. Indicators in juxtaposition with selected openings oscillate in response to signals as at the output of a random function generator which is controlled by offensive and defensive switch matrices. Completion of a game maneuver, each game maneuver being specified by offensive and defensive switch positions, is evidenced when the indicators cease to oscillate, the outcome of a maneuver being determined by interpolation of selected indicators and visible alphanumeric characters.



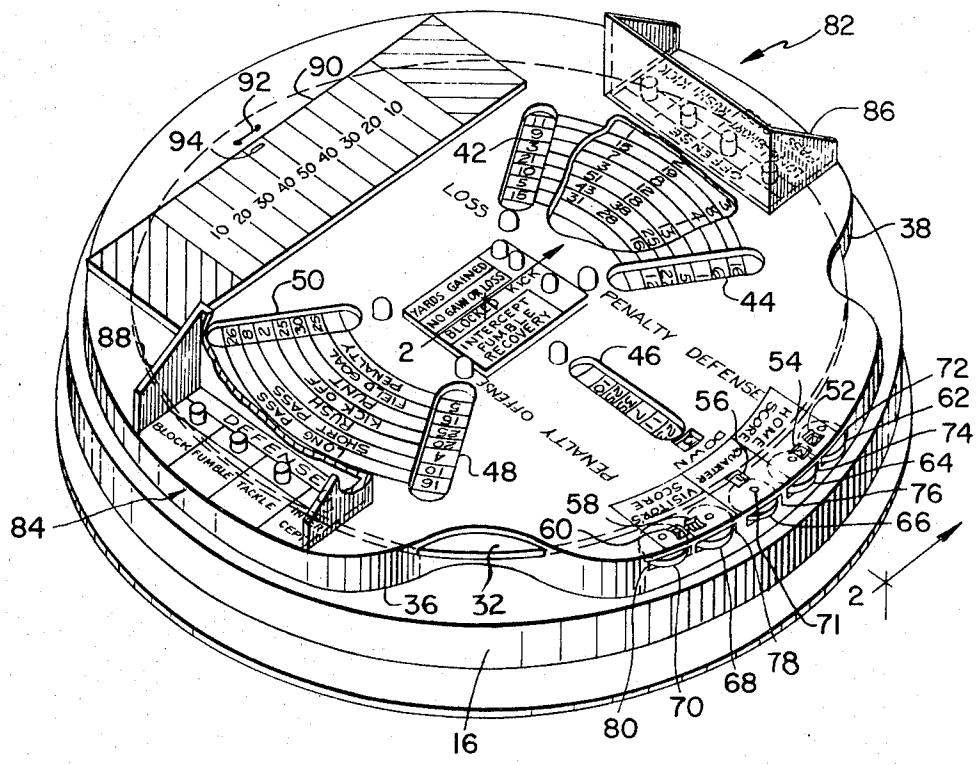


FIG. 1

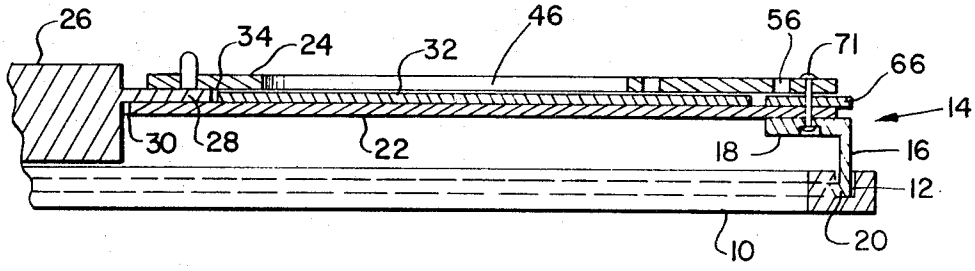


FIG. 2

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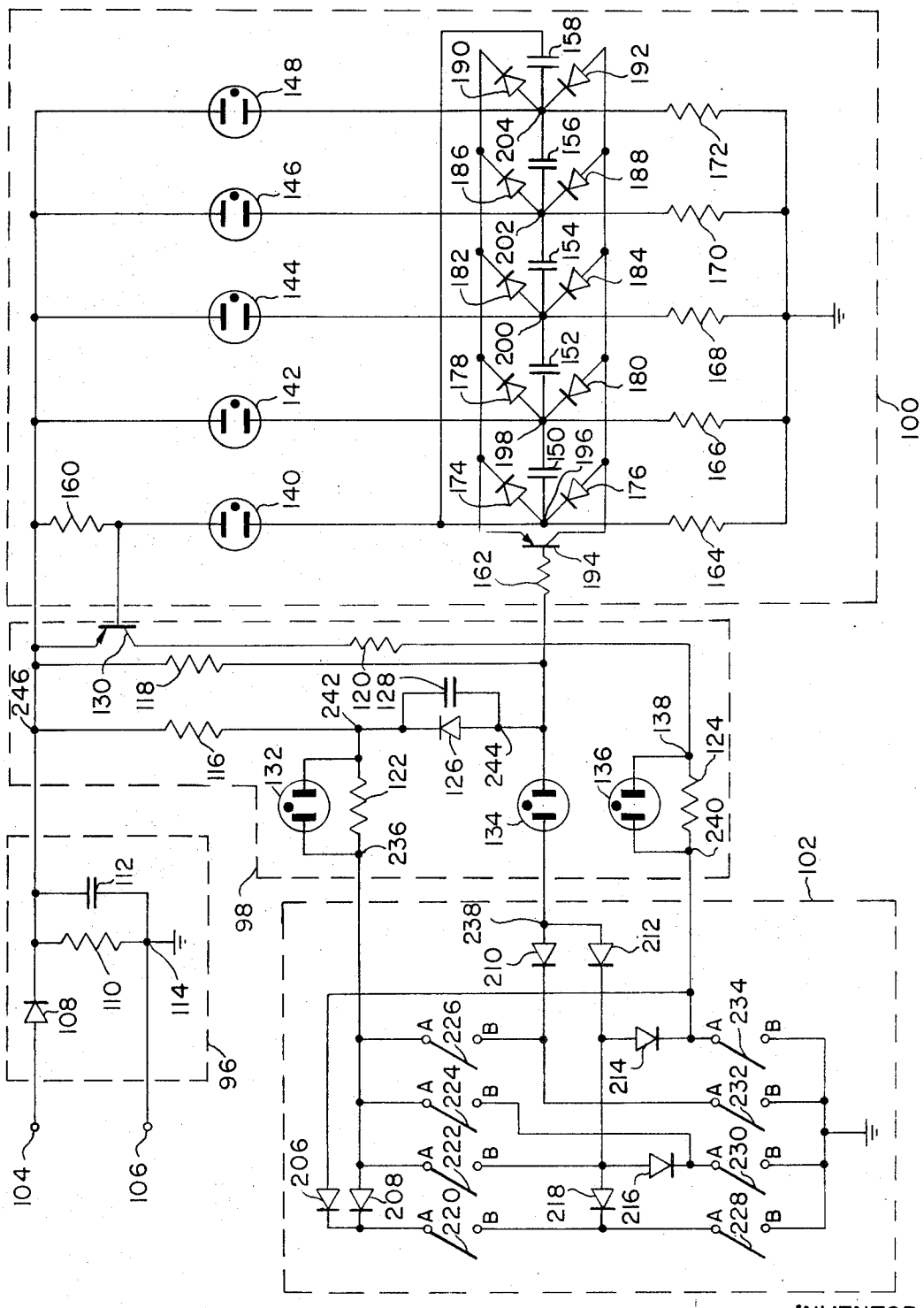


FIG. 3

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ELECTRONIC TACTICAL GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to electronic games and, more particularly, to electronic games utilizing electronic random function generators.

2. Description of the Prior Art

Generally, games as known in the art are of two types, namely mechanical and electromechanical. Mechanical games are played with standard game board techniques for indication of relative game progress, such standard techniques being dice, cards or spinners. Generally, electromechanical games utilize a drum having a plurality of contacts on the outer surface thereof, the position of the contacts with respect to a pickoff arm or brush determining the outcome of each game play. Due to mechanical and electromechanical limitations such games would have to be unduly complex and expensive in order to present a realistic contest.

SUMMARY OF THE INVENTION

It is an object of the present invention to provide a realistic electronic game characterized by a game board formed with a plurality of openings and having indicia of a contest on the upper surface thereof, a computing wheel having a plurality of alphanumeric characters in arcuate rows and radial columns, a function generator for providing random signals in response to signals as at the outputs of offensive and defensive switch matrices, and indicators in juxtaposition with selected game board openings and responsive to the random signals as at the output of the function generator. The combination of game board, computing wheel, random function generator, offensive and defensive switch matrices and indicators is such as to provide a simple, inexpensive and realistic electronic game.

The invention accordingly comprises the electronic game possessing the construction and combination of elements, and arrangements of parts that are exemplified in the following detailed disclosure, the scope of which will be indicated in the appended claims.

BRIEF DISCLOSURE OF THE DRAWINGS

For a fuller understanding of the nature and objects of the present invention reference should be had to the following detailed description, taken in conjunction with the accompanying drawings wherein:

FIG. 1 is a perspective, partly broken away, of a game embodying the present invention;

FIG. 2 is a sectional taken along the lines of 2—2 of FIG. 1; and

FIG. 3 is a schematic diagram of the sporting game of FIG. 1.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring to FIG. 2, there is shown a base **10** formed with an annular channel **12** and a bracket **14** having substantially perpendicular legs **16** and **18**. Leg **16** is formed with a protuberance **20** which is slidably received within channel **12**. A platform **22** and a game board **24** are fastened to leg **18**, platform **22** and game board **24** being rotatable with respect to base **10**. A housing **26** having a lip **28** is supported by platform **22** which is formed with an opening **30**, housing **26** and lip **28** being slightly smaller and larger than opening **30**, respectively. A computing wheel **32**, substantially disk-shaped and formed with a central aperture **34**, is interposed between platform **22** and game board **24** in such a manner that computing wheel **32** is rotatable with respect to game board **24** and platform **22**. Generally, game board **24** overlaps computing wheel **32**. However, access to computing wheel **32** for rotation thereof is made available at concave depressions **36**, **38** as at the outer surface of game board **24**. Preferably, base **10** and leg **16** are provided with stops (not shown) so that game board **24** is rotatable only 180° with respect to base **10**. It is to be understood that, in alternative embodiments, game board **24** is fixed to base **10**. The details of game board **24** and computing wheel **32** are shown in FIG. **1**.

Game board **24** is formed with a plurality of radially extending slotted apertures **42**, **44**, **46**, **48** and **50** and a plurality of substantially rectangular apertures **52**, **54**, **56**, **58** and **60**. As best shown in the broken away section of FIG. **1**, the upper surface of computing wheel **32** is provided with a plurality of alphanumeric characters in arcuate rows and radial columns which are in register with slotted apertures **42**, **44**, **46**, **48** and **50**. As computing wheel **32** is rotated, a selected radial column of alphanumeric characters is presented at each of apertures **42**, **44**, **46**, **48** and **50**.

Indicating wheels **62**, **64**; **66**; and **68**, **70**; each having alphanumeric characters in arcuate rows on the upper surface thereof, are rotatably mounted to game board **24** via a plurality of pins **71**. A portion of each of indicating wheels **62**, **64**; **66**; and **68**, **70** projects through apertures **72**, **74**; **76**; **78**, **80**; respectively, in game board **24** and the alphanumeric characters on each of indicating wheels **62**, **64**; **66**; and **68**, **70** are in register with apertures **52**, **54**; **56**; **58**, **60**; respectively. As each of the indicating wheels are rotated, selected alphanumeric characters representing home score, quarter and visitor's score are presented at apertures **52**, **54**; **56**; **58**, **60**; respectively.

An offensive station **82** and a defensive station **84** are mounted on game board **24** diametrically opposite each other. A partition **86** mounted on game board **24** about offensive station **82** and a partition **88** mounted on game board **14** about defensive station **84** are provided for visibly shielding the stations from each other. Although in the illustrated preferred embodiment, stations **82** and **84** are mounted on game board **24**, it will be readily appreciated that, in an alternative embodiment, each station is a self-contained module physically separate from the tactical game but electrically connected thereto.

In the preferred embodiment, the tactical game is football and includes indicia of a football game, such as a football field **90**, a movable 10-yard yard marker **92** and a football **94**. The remaining indicia of a football game presented on game board **24** will become meaningful in the discussion of the associated electronic and the operation thereof. It is to be understood that, in alternate embodiments of the present invention, the contest is other than football, for example baseball or a war game.

Referring now to the schematic diagram of FIG. **3** for a discussion of the electronic circuitry associated with the football game. Generally, the electronic circuitry is comprised of a power supply **96**, an indicating circuit **98**, a random function generator **100** and switching logic **102**.

Power supply **96** includes a pair of input terminals **104**, **106**, a diode **108**, a resistor **110** and a capacitor **112**. Diode **108** is connected serially between terminal **104** and one side of resistor **110**, the cathode of diode **108** being connected to terminal **106** at resistor **110**. The other side of resistor **110** is connected to terminal **106** at a common junction **114** which is at ground potential. Capacitor **112** is connected in parallel with resistor **110**. In one example, 115 v. 60 hertz is applied to terminals **104**, **106** and is converted to direct current by the half wave rectifier action of diode **108**, resistor **110** and capacitor **112** functioning as a voltage regulator and filter. During the positive half cycle of the input voltage when input current is flowing through diode **108**, a charge is stored on capacitor **112** and during the negative half cycle when input current is blocked by diode **108**, capacitor **112** is discharged. It will be readily appreciated that, in alternative embodiments, power supply is other than a rectifier circuit, for example a battery.

Indicating circuit **98** includes resistors **116**, **118**, **120**, **122** and **124**, a diode **126**, a capacitor **128**, a transistor **130** and neon lamps **132**, **134** and **136**. One side of each of resistors **116**, **118** and the emitter of transistor **130** are connected at the common junction of the cathode of diode **108**, resistor **110**

and capacitor **112**. The other side of resistor **116** is connected to the junction of resistor **122**, neon lamp **132**, the cathode of diode **126** and capacitor **128**; resistor **122** being in parallel with neon lamp **132** and capacitor **128** being in parallel with diode **126**. One side of neon lamp **134** is connected to the junction of capacitor **128**, the anode of diode **126** and resistor **118**. Resistor **124** is connected in parallel with neon lamp **136**. The collector of transistor **130** is connected to a junction **138** of resistor **124** and neon lamp **136** through resistor **120**.

Random function generator **100** includes neon lamps **140**, **142**, **144**, **146** and **148**; capacitors **150**, **152**, **154**, **156** and **158**; resistors **160**, **162**, **164**, **166**, **168**, **170** and **172**; diodes **174**, **176**, **178**, **180**, **182**, **184**, **186**, **188**, **190** and **192**; and transistor **194**. The base of transistor **194** is connected to the junction of the anode of diode **126**, resistor **118** and neon lamp **134** through resistor **162**. The emitter of transistor **194** is connected to the cathode of each diode **174**, **178**, **182**, **186** and **190** and the collector of transistor **194** is connected to the anode of each diode **176**, **180**, **184**, **188** and **192**. The anode of diode **174** and the cathode of diode **176**; the anode of diode **178** and the cathode of diode **180**; the anode of diode **182** and the cathode of diode **184**; the anode of diode **186** and the cathode of diode **188**; and the anode of diode **190** and the cathode of diode **192** are connected at junctions **196**, **198**, **200**, **202** and **204**, respectively. Junction **196** is connected to junction **198** through capacitor **150**, junction **198** is connected to junction **200** through capacitor **152**, junction **200** is connected to junction **202** through capacitor **154**, junction **202** is connected to junction **204** through capacitor **156**, and junction **204** is connected to junction **196** through capacitor **158**. Each of junctions **196**, **198**, **200**, **202** and **204** is connected to ground through resistors **164**, **166**, **168**, **170** and **172**, respectively. Resistor **160** is connected serially between the base and emitter of transistor **130**. One side of each of neon lamps **142**, **144**, **146** and **148** is connected to the junction of resistor **160** and emitter of transistor **130**. The other side of each of neon lamps **142**, **144**, **146** and **148** are connected to junctions **198**, **200**, **202**, and **204**, respectively. Junction **196** is connected to the base of transistor **130** through neon lamp **140**. It is to be understood that, in alternative embodiments, random function generator **100** is other than an oscillator-lamp circuit, for example, a transistorized oscillator circuit.

Switching logic **102** includes diodes **206**, **208**, **210**, **212**, **214**, **216** and **218** and switches **220**, **222**, **224**, **226**, **228**, **230**, **232** and **234**, each of the switches having A and B terminals. The junction of resistor **122** and neon lamp **132** is connected directly to the A terminals of each of switches **222**, **224** and **226**. The A terminal of switch **220** is connected to the A terminal of switch **222** through diode **208**, the cathode of the diode being at switch **220**, The B terminals of switches **220**, **224** and **226** are connected directly to the A terminals of each of switches **228**, **230** and **232**, respectively. The B terminal of switch **222** is connected to the A terminal of switch **230** through diode **216**, the anode of the diode being at the B terminal. The anode and cathode of diode **218** are connected to the anode of diode **216** and the A terminal of switch **228**, respectively. The cathode of diode **212** and the anode of diode **214** are connected to the junction of the anodes of each of diodes **216** and **218**. The cathode of diode **214** and the anode of diode **206** are connected to the A terminal of switch **234**. The cathodes of diodes **210** and **212** are connected to the A terminal of switch **232** and the anode of **214**, respectively, the anodes of diodes **210** and **212** are connected to the free side of neon lamp **134**. The A terminal of switch **234** is connected to the junction of resistors **124** and neon lamp **136**. The B terminals of each of switches **228**, **230**, **232** and **234** are connected to ground.

CIRCUIT OPERATION

It will be helpful, in understanding the following discussion, to recall the nonlinear characteristics of the neon lamp. There are three such characteristics important to the electronic game circuitry. The first characteristic is that of voltage regulation. For any current less than a saturation current, the operating voltage across the neon lamp is constant. To start the lamp operating, a firing voltage must be impressed across it, this voltage being significantly higher than that required to sustain operation. If the operating voltage is reduced, the cutoff voltage will be reached and the lamp will turn off. It is to be noted that, the difference between the firing and operating voltage is significantly greater than the difference between the operating and cutoff voltage. Typical values of firing, operating and cutoff voltages are 75, 55 and 50 volts, respectively.

The signal as at the input of indicating circuit **98** from power supply **96** may take any one of three paths; the first being through neon lamp **132**, the second through neon lamp **134** and the third being through neon lamp **136**. In the illustrated embodiment, neon lamps **132**, **134** and **136** indicate, when energized, no gain-loss, yardage gained and interceptfumble recovery, respectively. When point **236**, the junction of resistor **122**, neon lamp **132** and the A terminal of switch **226**, is grounded or nearly grounded through switching logic **102**, neon lamp **132** is energized. When point **238**, the junction of the anodes of diodes **210**, **212** and neon lamp **134**, is nearly grounded through switching logic **102** and point **236** is not grounded, neon lamp **134** is energized. When point **240**, the junction of resistor **124**, neon lamp **136**, the A terminal of switch **234** and the anode of diode **206**, is nearly grounded and transistor **130** is conducting, neon lamp **136** is energized.

When selected switches of logic **102** are closed, providing a path from **236** to ground, additional resistance such as that of a reverse diode may be presented at point **236**. For example, if switches **224** and **228** are closed, a path is provided in the reverse direction through diode **216** and in the forward direction through diode **218**. At the instant a path is completed from point **236** to ground, current flows through **116** and **122**. The potential across resistor **122** exceeds the firing voltage of neon lamp **132**, whereby neon lamp is energized. On the other hand, if the resistance between point **236** and ground is large with respect to resistors **116** and **122**, the voltage across resistor **122** is such that the firing voltage of neon lamp **132** is not achieved, in consequence neon lamp **132** is not energized. The path from point **246** to point **240** is similar to the path to point **236** with the exception that transistor **130** is in series with resistors **120** and **124**. It is to be noted that, the path to point **240** functions as an AND circuit since the transistor **130** must be in a state of conductance and point **240** must be grounded if neon lamp **136** is to be energized. The path to point **238** is somewhat different from the other two in that there is no resistance in parallel with neon lamp **134**. This is the case since no discrimination is required for this indicator. Except as hereinafter described, point **238** is nearly grounded and neon lamp **134** is energized each time the path to point **238** is completed to ground.

Capacitor **128** and diode **126** form an OR circuit such that either neon lamp **132** or **134**, but not both, are energized. When only point **238** is grounded, only neon lamp **134** is energized since a circuit through neon lamp **132** is not complete. Capacitor **128** accumulates a significant charge such that point **242** is at a higher potential than point **244**. If point **236** is grounded, the voltage as at point **242** is such that neon lamp fires immediately and then the potential across neon lamp **132** decreases below to the operating voltage. The voltage as at point **244** decreases below the voltage as at point **242** by the amount of the charge stored across capacitor **128**, in consequence neon lamp **134** is deenergized. Diode **126** prevents the potential as at point **244** from increasing above the potential as at the point **242**, whereby the neon lamp **134** remains deenergized.

Random number generator **100** is an oscillator, generally termed a ring counter, the nonlinear characteristics of the neon lamp being the key to its operation. The basic elements of the oscillator consist of a neon lamp, a resistor and a capacitor as in the configuration of neon lamp **140**, resistor **164** and

capacitor **150**. It is to be understood that, in alternative embodiments, the number of sets in the oscillator is other than five, for example two or seven and the number of oscillators is other than one, for example two or three. When power is applied to the line **246**, each of neon lamps **140**, **142**, **144**, **146** and **148** are energized sequentially. If it is assumed that neon lamp **140** is energized initially, then current flows to ground through resistor **164**; capacitor **150** resistor **166**; capacitor **158**; resistor **172**; and capacitor **152**, resistor **168**; capacitor **156**, resistor **170**. Since the two paths described are parallel, there is little or no charge stored in capacitor **154** and neon lamps **144** and **146** have the greatest potential difference across their terminals. Circuit imbalance will determine which of neon lamps **144** and **146** is energized first. If neon lamp **144** has a lower firing voltage then neon lamp **146**, then neon lamp **144** will be energized next and the voltage across it will decrease instantly from the firing voltage to the operating voltage. As a result of the charge stored on capacitor **152**, **150** and **156**, **158**, the voltage across neon lamp **140** decreases from the operating potential to less than the cutoff potential, in consequence neon lamp **140** is deenergized. By reasoning similar to that above, capacitors **152**, **150** begin to discharge and then charge in the opposite direction. Capacitor **154** charges immediately, thereby increasing the voltage across neon lamp **146** so that it is the next to fire. It will be readily appreciated that, by similar reasoning, the neon lamps are energized sequentially. Any time, capacitors **150**, **152**, **154**, **156** and **158** are shorted individually and simultaneously oscillation ceases and the neon lamps that is energized at the time shorting occurs, remains energized. Each of the neon lamps are at the operating potential of the energized lamp and since firing voltage is not achieved, none of the others fire. With the capacitors shorted the circuit is in a monostable mode.

Resistor **160**, connected from power source **96** to neon lamp **140** and the base of transistor **130**, provides a voltage drop of approximately 1 volt when neon lamp **140** is energized, whereby transistor **130** operates as a switch. When neon lamp **140** is off, the base and emitter voltages of transistor **130** are essentially equal, whereby transistor **130** is cut off. When neon lamp **140** is energized, there is a potential difference between the emitter and base of transistor **130**, in consequence transistor **130** conducts in a saturated state.

Transistor **194** operates as a switch which turns the oscillator on and off, the control signal being applied to its base through resistor **162**. When neon lamps **132** and **134** are deenergized the voltage as at the base of transistor **194** is sufficiently high with respect to the voltage as at the emitter that transistor **194** is cut off. Conversely, if either neon lamp **132** and **134** is energized, the voltage as at the base of transistor **194** is such that transistor **194** is conducting and random function generator **100** is not oscillating. If transistor **194** is cutoff, there is no path for capacitor **150**, **152**, **154**, **156**, and **158** to discharge, the discharge path for each of the capacitors being across either a reverse biased diode or reversed biased transistor **194**. When transistor **194** is in a conducting state, its emitter and collector represent essentially a short circuit, whereby a discharge path is provided for the capacitors.

If switch **234** is closed, point **240** is grounded and current is prevented from flowing back through any other part of the switching logic by diode **214**, diode **208** preventing point **240** from being grounded by switches **222**, **224** and **226**. When switch **220** and switch **228** are closed, point **240** is grounded, diode **218** preventing communication between switch **220** and switches **230** and **234**. If any one of switches **228**, **230** and **234** is closed, point **238** is grounded; diode **210** preventing communication between switches **226**, **232** and switches **228**, **230** and **234**, and diode **212** preventing communication between switches **222** and **232**. Point **236** is grounded when switches **220** and **228** are closed, diode **218** preventing communication between switches **230** and **234** and switch **220**. Point **236** is grounded also when switch **222** is closed in combination with any one of switches **228**, **230** and **234**, a path being provided in the forward direction through diodes **218**, **216** and **214** respectively. Switches **224** and **230**, when closed, define a ground path for point **236**, diode **216** preventing communication between switch **224** and switches **228**, **234**. Also, point **236** is grounded when switches **226** and **232** are closed, communication with the other switches and switch **226** being prevented by diode **210**.

In switching logic **102**, switches **220**, **222**, **224** and **226** represent the offensive plays kick, long pass, short pass and rush, respectively; and switches **228**, **230**, **232** and **234** represent the defensive plays block, fumble, tackle and intercept, respectively. In operation of the game play, hereinafter described, one of the offensive and one of the defensive switches are closed to complete a play.

GAME PLAY

The offensive player (ball carrier) decides on and executes a passing, rushing or kicking play and the defensive player attempts to block, tackle, intercept or cause a fumble, each utilizing their respective switches. The offense and defense switches form a logic network which may be fixed or random, the particular choice being such as to provide realism to the game play. In one example of game operation, the fixed logic for no gain is comprised of the combinations of long pass with block, fumble and intercept; short pass with fumble; and rush with tackle. The random logic is comprised of the kick and block switches combining to provide no gain about 20 percent of the time and the intercept switch causing an interception about 20 percent of the time regardless of play outcome. The result of each play in terms of yardage gained, not gained or lost is determined by interpolation of energized neon lamps and visible alphanumeric characters of computing wheel **32**. The order of play, including kickoffs, downs, quarters, scoring and the like, follow the rules of professional or college football.

Play is initiated using the offensive and defensive switch box modules **82** and **84** respectively, each switch representing a specific game maneuver. The offensive player may choose a long pass, short pass, rush or kick and the defensive player may counter with a block, fumble, tackle or intercept. The amount of yardage gained is shown by the computing wheel **32**, five neon lamps being used in combination with a down arrow and the computing wheel. The neon lamps continually oscillate or blink until a play is completed, at which time one, two or none of them will remain lit. The yardage gained is shown in the column marked by the lamp that remains on, and the row marked by the offensive play. If none of the lamps are on, any desired column may be used. If two of the lamps are on, the sum of the appropriate figures from both columns is used. The figures at the outer periphery of computing wheel **32** is in the column marked 'DOWN' are used to mark the down. One of the first downs is shaded such that its appearance marks the end of one quarter and the beginning of the next.

As previously indicated, the rules and objectives of football are closely followed in the electronic game. The timing is accomplished by a play count rather than a timer. Downs, quarters and scoring, however, are accomplished in a manner similar to football. After each play the computing wheel is rotated to the next higher down at the down arrow, or the next first down, whichever is appropriate. When the shaded first down makes a complete revolution and appears again at the down arrow, the quarter is over and the teams switch goal posts. At the beginning of the second half or third quarter, the team that did not kick off at the beginning of the game, does so.

Play begins with the kickoff from the kicking team's 40-yard line, the kicking team closing the kick switch and the opposing team closing the block switch. If both the no yardage and intercept lamps are energized, the kick was not a good one, the ball is moved back 5 yards and kickoff is attempted again. If further bad kicks are encountered, the ball is moved back 5 yards each bad kick. If both lamps do not light, the kick was a

good one and the amount of yardage is determined in the manner described previously. The marker is moved on the field from the kickoff line toward the receiver except in the event of a negative number. It is thus possible to score a touchdown from the kickoff if the negative number is large enough to cause the ball marker to move over the goal line. For the kickoff and the subsequent first down, the shaded first down on computing wheel **32** is in line with the down arrow.

The kick receiver then assumes the offense and starts the first down by closing the switch representing the play he wishes to make, i.e., either short pass, long pass, rush or kick. The defensive player completes the down by closing the switch representing the play he wishes to make, i.e., either block, fumble, tackle or intercept. If the no yards indicator lights, there will be no advance of the ball marker. If this indicator does not light the ball marker is moved by the number of yards represented by the visible alphanumeric characters of computing wheel **32**. The yardage appears in the column marked by the on indicator light. The row will be that representing the offensive play executed. If the intercept, fumble recovery indicator light is on, the defensive team recovers the ball on the line of scrimmage if there is no gain, or at the new ball marker position if yards are gained. If, however, a touchdown would have been scored, the ball is moved to the 1-yard line only, where the defense recovers. After the play is complete, computing wheel **32** is rotated to the next down or the next first down, whichever is appropriate.

One of the neon lamps, in addition to its indicating function, represents an offensive penalty, and another neon lamp represents a defensive penalty. When one of these lamps is on in combination with a number appearing in the penalty row of that column, a flag is considered down on the play and penalty yardage is assessed. Consistent with the rules of football, penalties may be declined. If the penalty is not declined, no yards are gained, the penalty is assessed and the down is repeated. A third neon lamp represents a loss. When this lamp lights in combination with the no gain or loss indicator the ball marker is moved back from the line of scrimmage by the amount of yardage that would have been gained had there been a gain.

If a field goal is to be attempted, the offense must so state prior to the play, thereby preventing an illegal change to a punt in the event the field goal is unsuccessful. To initiate a field goal play, the offense closes the kick switch and the defense closes the block switch. Again, only the combination of the no yards and intercept indicators both on will block the attempt. If the kick is not blocked, the amount of yardage indicated by the yardage computer in the field goal row must be greater than or equal to the number of yards to the goal. Otherwise, the ball marker moves the indicated yardage and is recovered there by the defense. In the event the ball lands within 6 yards of the goal line, the kick is considered inaccurate and the ball is placed on the 20-yard line.

The punt or kick is a fourth and sometimes third down play used to move the ball as far downfield as possible where it is recovered and run back by the defense. The play works in exactly the same manner as the field goal except that no prestatement of intention is necessary.

Since certain changes may be made in the foregoing disclosure without departing from the scope of the invention herein involved, it is intended that all matter contained in the above described and shown in the accompanying drawings be construed in an illustrative and not in a limiting sense.

What is claimed is:

1. An electronic game, which comprises

a. a board mounted to a base, said board having indicia illustrative of a game on the upper surface thereof;

b. computing means mounted to said board, said computing means having a plurality of alphanumeric characters, some of said alphanumeric characters being visible;

c. a power supply affixed to said board for providing voltage;

d. indicating means electrically communicating with said power supply for presenting a plurality of perceptible signals;

e. switching logic means electrically connected to said indicating means for controlling said perceptible signals presented; and

f. electronic random function generator means having an indicating portion adjacent selected areas of said visible alphanumeric characters electrically communicating with said indicating means and switch logic means, said random function generator means being responsive to signals from said switch logic means to indicate selected ones of said alphanumeric characters.

g. the outcome of a game maneuver being determined by interpolation of said indicating means and indicated alphanumeric characters.

2. The electronic game as claimed in claim **1** wherein said indicating means comprises:

a. a first indicator resistively connected to a first output of said switching logic means;

b. a second indicator resistively connected to a second output of said switching logic means;

c. a third indicator resistively connected to a third output of said switching logic means; and

d. a semiconductor switch electrically connected to said random function generator and third indicator for controlling the state of said third indicator.

3. The electronic game as claimed in claim **2** wherein said semiconductor switch is a transistor having its collector terminal resistively communicating with said third indicator, its emitter connected to said power supply and its base electrically communicating with said electronic random function generator.

4. The electronic game as claimed in claim **2** wherein said first, second, and third indicators are neon lamps.

5. The electronic game as claimed in claim **1** wherein said electronic random function generator comprises:

a. a transistor having its base electrically communicating with said indicating means; and of each b. at least two diode pairs, the first diode of each of said pairs having its cathode connected to the emitter of said transistor, the second diode of each of said pairs having its anode connected to the collector of said transistor the anode of said first diode of each pair being connected to the cathode of said second diode of each pair at a junction, the junction of adjacent diode pairs being resistively connected to ground and operatively connected to said input;

c. capacitor means connected between said junction of adjacent diode pairs; and

d. said indicating portion being neon lamps connected to one of each of said junctions.

6. A game comprising:

a. a base;

b. a platform rotatably mounted to said base;

c. a board having indicia of a game on the upper surface thereof affixed to said platform, said game board formed with a plurality of apertures;

d. a computing wheel interposed between said platform and board, said computing wheel being rotatable with respect to said board, said computing wheel having a plurality of alphanumeric characters in arcuate rows and radial columns, some of said columns being visible through the aperture in said board;

e. a power supply affixed to said platform for providing a voltage;

f. indicating means electrically communicating with said power supply for presenting a plurality of perceptible signals;

g. switching logic means electrically connected to said indicating means for controlling said perceptible signals presented; and

h. electronic random function generator means having at least two neon lamps electrically communicating with

said indicating means and switching logic means, said neon lamps oscillating in response to signals from said switching logic means;

i. the outcome of a game maneuver being determined by interpolation of energized neon lamps and visible alphanumeric characters, said neon lamps being in juxtaposition with selected openings in said game board.

7. The electronic game as claimed in claim 6 wherein said indicating means comprises:

a. a first indicator resistively connected to a first output of said switching logic means;

b. a second indicator resistively connected to a second output of said switching logic means;

c. a third indicator resistively connected to a third output of said switching logic means; and

d. a transistor switch having its collector terminal resistively communicating with said third indicator, its emitter connected to said power supply and its base electrically communicating with said electronic random function generator.

8. The electronic game as claimed in claim 6 wherein said electronic random function generator comprises:

a. a transistor having its base electrically communicating with said indicating means;

b. at least two diode pairs, the first diode of each of said pairs having its cathode connected to the emitter of said transistor, the second diode of each of said pairs having its anode connected to the collector of said transistor, the anode of said first diode of each pair being connected to the second diode of each pair at a junction, the junction of adjacent diode pairs being resistively connected to ground and operatively connected to said input; and

c. capacitor means connected between said junction of adjacent diode pairs;

d. one of each of said neon lamps being connected to one of each of said junctions.

9. The game as claimed in claim 6 wherein said sporting contest is a football game.

10. The game as claimed in claim 9 wherein said switching logic means includes:

a. an offensive switch matrix; and

b. a defensive switch matrix logically communicating with said offensive switch matrix.

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