United States Patent

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a part interest

[54] **ELECTRIC PICKLE JAR GAME**
2 Ciaims, 3 Drawing Figs.

[52] **U.S. Cl.** **273/1**
[51] **Int. Cl.** **A63f 9/06**
[50] **Field of Search** ..... 273/1, 1(E)

[56] **References Cited**

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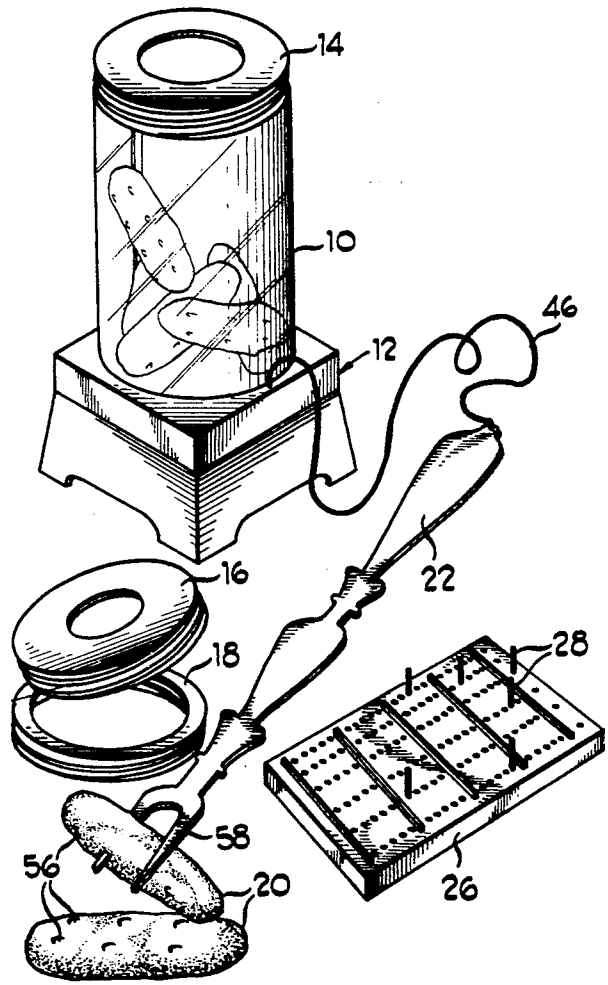
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ABSTRACT: An electrical game of skill comprising a jar having a removable metal lid with an opening, and the jar is fixed to a base including a battery-operated buzzer or alarm. The jar is filled with simulated pickles of spongy material, having spaced-apart holes therein, and there is provided a metal fork to be used in removing the pickles from the jar and having tines adapted to be inserted in the holes in the pickles. The metal fork and lid are electrically connected with the buzzer in a manner such that when the fork touches the metal lid the circuit is closed to operate the buzzer.



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Fig 1

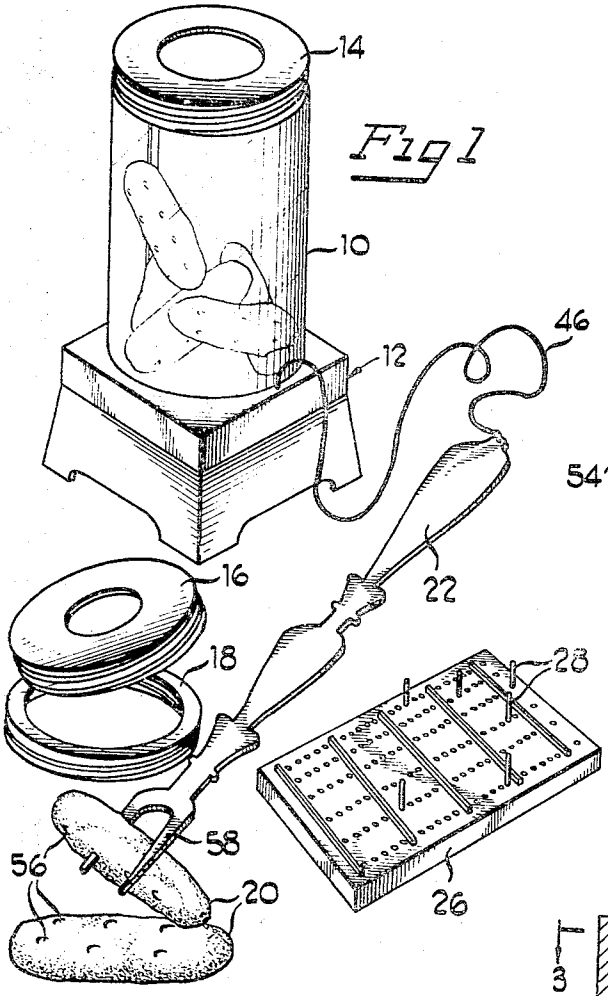
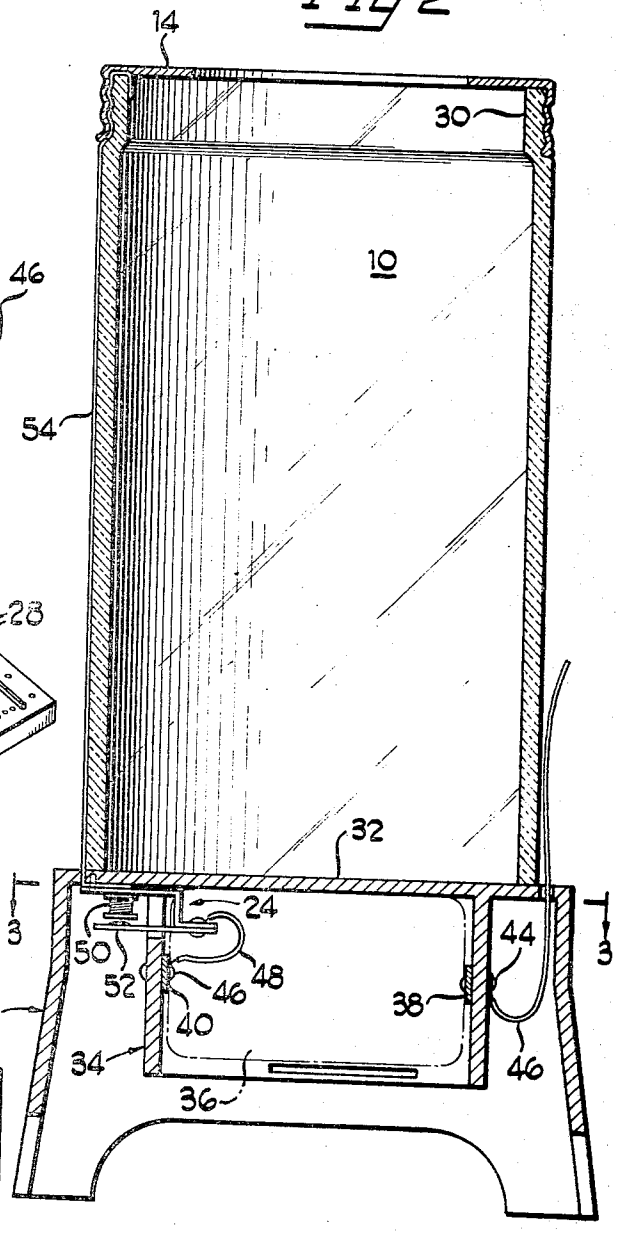


Fig 2



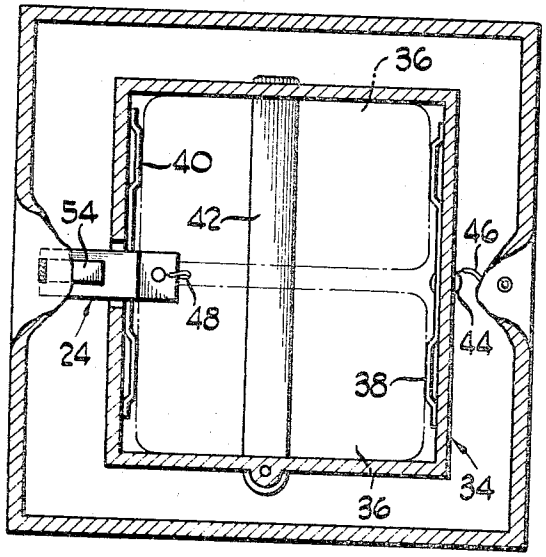


Fig 3

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ELECTRIC PICKLE JAR GAME

BACKGROUND OF THE INVENTION

The invention relates generally to games of skill involving an alarm system which is set off when a player incorrectly positions a tool or playing piece used in the game. Such a game is disclosed in U.S. Pat. No. 3,333,846, issued Aug. 1, 1967 and assigned to the assignee of the present invention. The present invention is particularly novel in that the metal tool-forming part of the alarm circuit is used to pick soft, spongy objects out of a container having a limited size opening.

SUMMARY OF THE INVENTION

Game apparatus comprising a container, a plurality of soft, spongy articles in the container, a metal top for said container having an opening therein affording access to said articles, a metal fork to be used in removing said articles from the container, and an electrical alarm system connected with said fork and with said metal top so that contact between said fork and top actuates said alarm.

BRIEF DESCRIPTION OF THE DRAWING

FIG. 1 is a perspective view of the game apparatus and scoring device;

FIG. 2 is an enlarged sectional view of the jar portion of the game; and

FIG. 3 is a sectional view taken along the line 3–3 in FIG. 2.

DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference to the drawings, it is seen that the game apparatus comprises a transparent jar **10** fixed to a base **12** and adapted to receive any one of a plurality of screw-top metal lids **14**, **16** and **18**, each lid having an opening therethrough of a different size. A plurality of simulated pickles **20** are provided for placement in the jar, and each player in turn uses a metal fork **22** in an attempt to remove one or more of the pickles from the jar. The base **12** of the apparatus supports a battery powered alarm of buzzer system **24**, which is electrically connected with the metal lid on the jar and with the metal fork, so that when the fork contacts the lid it closes the circuit to actuate the buzzer. There is also preferably provided a scoring device, such as the peg board **26** and pegs **28**, to enable each player to record his score when he successfully removes one of the pickles from jar **10**.

More particularly referring to FIGS. **2** and **3**, the base **12** is generally square and preferably formed of a nonconductive material such as plastic. The jar **10** is a cylinder formed of a transparent plastic material and including a somewhat reduced size neck **30** provided with a screw thread to selectively receive one of the similarly threaded metal caps **14**, **16**, **18**. The open lower end of the jar is fixed to the upper wall **32** of the base to complete the enclosure. Underlying the wall **32** and supported thereon is a box **34** for removably receiving a pair of batteries **36**. The inner sidewalls of the box have fixed

thereto a pair of metal contact elements **38** and **40**, and the batteries are positioned between the contacts and removably held in place by a pivotally mounted bar **42** spanning the lower edges of the box.

The battery contact strip **38** includes a terminal portion **44** to which is attached an electrical conductor or wire **46** leading outwardly of base **12** and connected with the metal fork **22**. The other contact strip **40** also includes a terminal portion **46** to which is attached a wire **48** leading to a connection with the buzzer device **24** including an electromagnet **50** and a spring buzzer arm **52**. The buzzer **24** is of conventional structure and electromagnet **50** is electrically connected with the jar lid **14** by a conductor in the form of a narrow, flat metal strip **54** which extends upwardly along the outside of the jar **10**. It is seen, therefore, that when metal fork **22** contacts the metal lid on top of jar **10** the buzzer circuit is closed to operate the buzzer and produce audible sounds as arm **52** repeatedly strikes against the lower end of the coil **50**. Of course, the separation of fork **22** from the lid will open the circuit and the sound of the buzzer will stop.

The amusing aspects of the game are enhanced by providing pickles **20** which are of soft, spongy material, such as a foam plastic or rubber, and which tend to compress or squeeze together when jabbed with fork **22**. In this respect, the pickles **20** are preferably formed with holes **56**, and the fork **22** has tines **58** which can penetrate into one or two of the holes and assist the player in his attempt to remove a pickle from the jar.

Generally, the disclosed apparatus is used to play a game of skill in which each player in turn attempts to remove a pickle from the jar. One of the jar lids **14**, **16** or **18** may be selected for use in advance, or the game may be played by successively using a lid with a smaller opening. The players may receive scores only for successfully removing a pickle without setting off the buzzer or, preferably, a player may continue to try to get a pickle after the buzzer is sounded and receive a lesser score depending upon the number of times the buzzer sounds.

Although shown and described with respect to particular apparatus and form of play, it will be apparent that modifications might be made without departing from the principles of the invention.

I claim:

1. Game apparatus comprising a container, a plurality of simulated pickles in said container which are of foam plastic and are provided with spaced-apart holes, a metal top for said container having an opening therein affording access to said articles, a metal fork to be used in removing said articles from the container, said fork having a plurality of tine portions adapted to fit within the holes in said pickles, and an electrical alarm system connected said said fork and with said metal top so that contact between said fork and top actuates the alarm.

2. Game apparatus as set forth in claim 1, wherein said container comprises a simulated pickle jar mounted on a base, said base includes said alarm system comprising a battery operated buzzer, and including a plurality of said metal tops each having an opening of different size and adapted to be removably positioned on the top of said jar.