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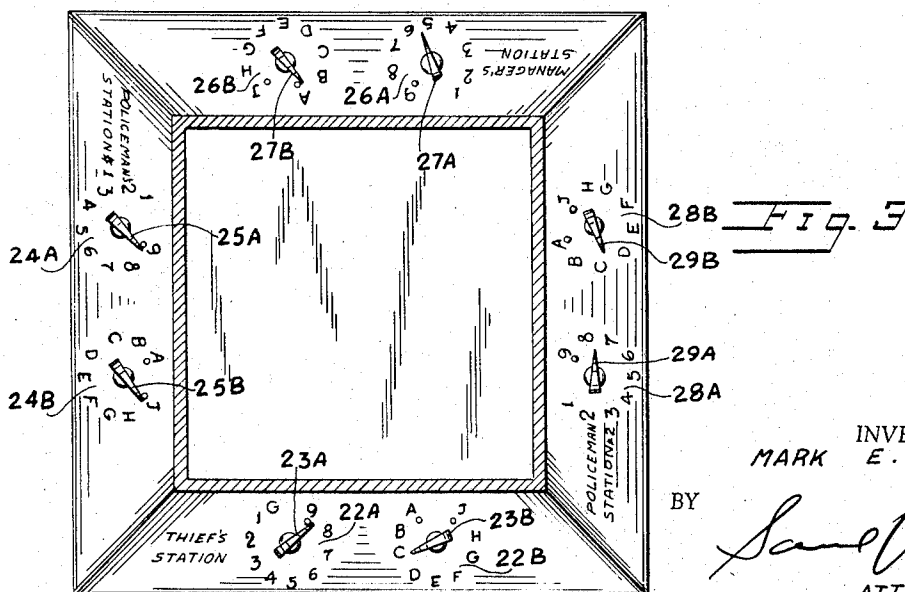
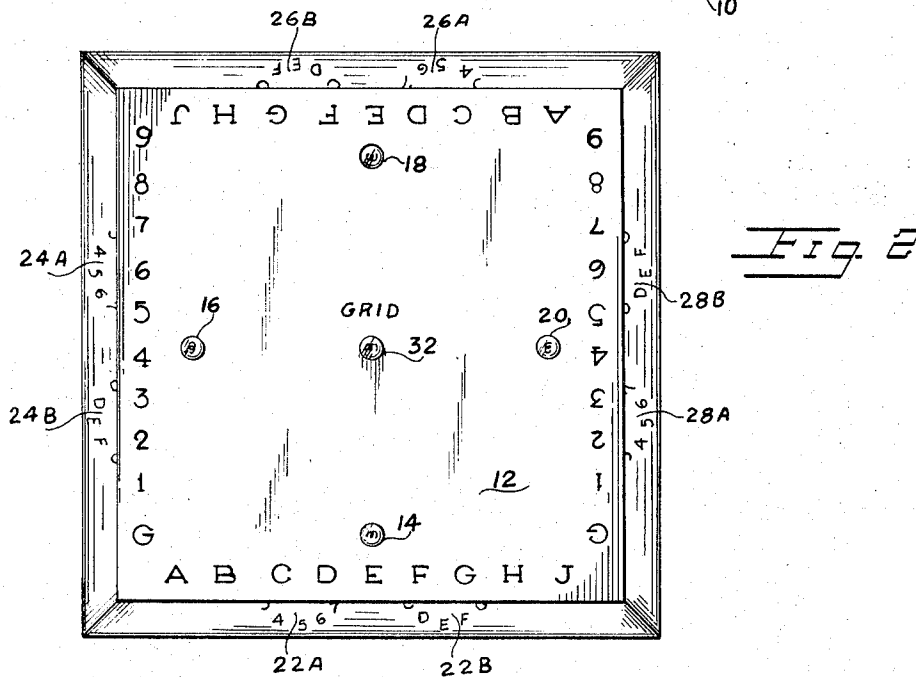
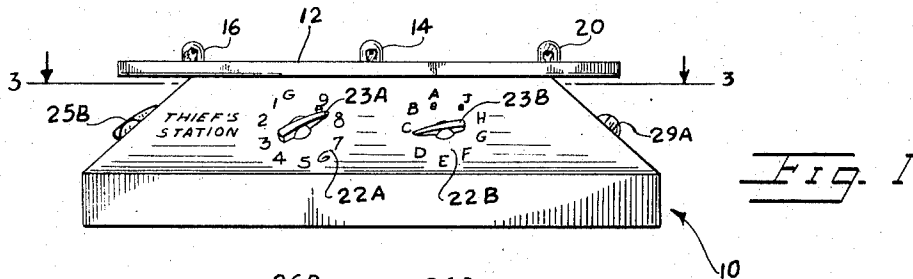
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3,367,653

GAME

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2 Sheets-Sheet 1



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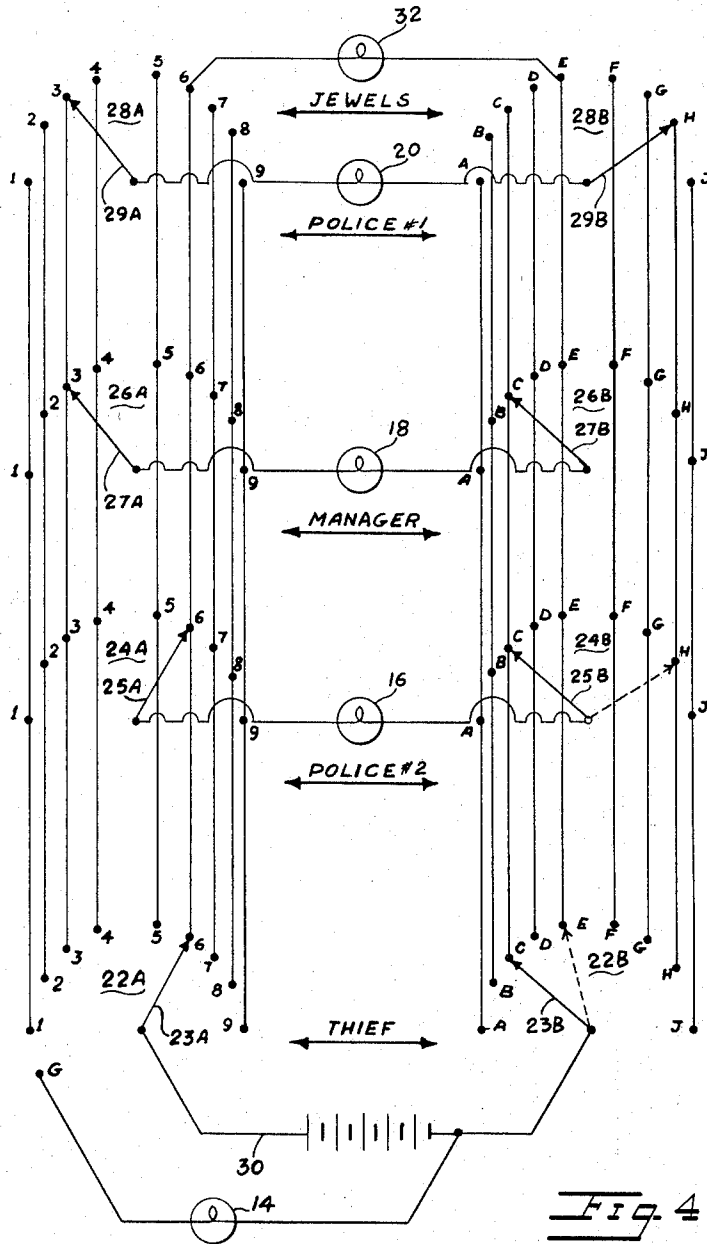


Fig. 4

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GAME

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This invention relates to game apparatus. More particularly, it relates to novel game apparatus in which the moves of the game are effected with electrical apparatus.

It is an important object of this invention to provide a game apparatus wherein discrete positions are defined by a pair of coordinates and wherein, with the use of logic and intelligence, an unknown continually changing position may be detected.

It is another object of the invention to provide a game apparatus in accordance with the preceding object wherein one of a plurality of players may assume the role of a pursued and the other players may assume the roles of pursuers, a pursuit being terminated when the pursued and one of the pursuers select the same position in a grid of positions.

An example of such game is one wherein there is postulated a multiple dwelling, for example, which has a number of floors and a number of apartments or dwelling units on each floor. One of the apartments may contain valuables, such as jewels. One of the players may be a thief whose aim it is to make his way to the valuables containing apartment from a given starting point in the apartment house and then make his way back to the given starting point. The other players may be officially designated pursuers such as police and detectives and police helpers such as apartment house personnel depending upon the rules laid down and the scoring scheme which is adopted. A pursuer may make a score, for example, if he and the pursued are in the same apartment at the same time, such coincidence of like positions being regarded as a capture. Similarly, the pursued, i.e., the player chosen to be the thief, may make a score if he enters the building from the outside, makes his way to the valuables containing room and then makes his way back to the outside of the building to elude capture.

Generally speaking and in accordance with the invention, there is provided in a game apparatus having a given plurality of player stations, such given plurality of first multiple position switches respectively located at each of the stations respectively, each of the first switches comprising a chosen plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be placed in contact individually with any of the fixed terminals, each of the like designated fixed terminals of the first switches being electrically connected in series arrangement. There is further provided in the apparatus the aforesaid given plurality of second multiple position switches located at each of the stations, each of the second switches comprising a selected plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the last named fixed terminals, each of the like designated fixed terminals of the second switches being connected in series arrangement.

For a better understanding of the invention together with other and further objects thereof, reference is had to the following description taken in connection with the accompanying drawing and its scope will be pointed out in the appended claims.

In the drawing, FIG. 1 is a side elevational view of an illustrative embodiment of a game apparatus constructed in accordance with the principles of the invention;

FIG. 2 is a plan view of the apparatus;

FIG. 3 is a view taken along lines 3—3 of FIG. 1 looking in the direction of the arrows; and

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FIG. 4 is a schematic diagram of the electrical system of the apparatus.

Referring now to FIGS. 1 to 3, the apparatus suitably comprises a housing 10 which includes a gameboard 12 having thereon a display of visual interest pertinent to the game. Thus, if the game is chosen to be one of the pursuit of a thief by a plurality of policemen and an apartment house or hotel manager, the display on the face of board 12 may suitably be the vertical aspect of a multiple dwelling such as an apartment house or hotel. As is shown in FIG. 2, the view may show a multiple dwelling which comprises 10 floors as indicated by the lines G to 9 with nine single dwelling units on each floor as indicated by the rows A, B, C, D, E, F, G, H, and J.

Housing 10 is suitably chosen to be of polygonal outline, a rectangular contour being shown in FIGS. 1 to 3. Such contour enables a player at each station, i.e., one of the sides of the housing 10, to readily maintain his position undisclosed to the other players whereby the game moves can faithfully be executed only by logic and intelligence. Each station has located thereat a pair of multiple position switches, shown as being of the rotary type in FIGS. 1 to 3 whereby there may be electrically selected the coordinates to define a given single dwelling unit. Thus, a first switch at each station has nine positions numerically designated from 1 to 9 and a second switch at each station has nine positions designated by the letters A to H and J. It is to be noted that in one of the stations, i.e., that of the pursued, viz., the thief, the first switch has a tenth position designated G. The selection of the 9 position first and second switches at each station conforms with the display on board 12 which indicates a ten-floor building with 9 single dwelling units on each numerically designated floor, and including a ground floor G. At each station other than the thief's station, there are respectively provided lamps 16, 18 and 20 which are part of the electrical system and which perform a function in the game as is further explained hereinbelow.

For convenience in depiction and explanation, the stations have been respectively designated as the thief's station, the manager's station and the policemen's stations, #s 1 and 2.

Referring now to FIG. 4, the first and second rotary switches at the thief's station are designated with the notations 22A and 22B, the first and second switches at the manager's station are designated with the notations 26A and 26B, and the first and second switches at the policemen's stations #s 1 and 2 are designated respectively with the notations 24A and 24B and 28A and 28B. It is seen that switch 22A at the thief's station further includes the G terminal.

Provided connected between the rotors 23A and 23B of switches 22A and 22B is a source of potential 30 which may suitably be a battery. Lamps 16, 18, and 20 are respectively connected between the rotors 25A and 25B, 27A and 27B, and 29A and 29B of their associated switches. An additional lamp 14 is connected between the G terminal of switch 22A and source 30. Provided between predetermined respective terminals of a pair of switches at a station other than the thief's station is a lamp, such lamp 32 being shown connected between fixed terminals 6 and E of switches 28A and 28B respectively at the policeman's station #1, lamp 32 functioning to indicate the attaining of the electrical coordinates of the dwelling unit, for example, in which valuables, such as jewels are contained.

It is seen in FIG. 4 that all of the like numerically designated fixed terminals in switches 22A, 24A, 26A and 28A are respectively connected in series arrangements. Correspondingly, all of the like designated fixed terminals in switches 22B, 24B, 26B and 28B are also respectively connected in series arrangements.

In the operation of the circuit of FIG. 4, upon the placing of rotor 23A in contact with terminal G of switch 22A, lamp 14 lights. Upon the coincidence of respective both switch contact positions at stations other than the thief's station, with the switch contact positions at switches 22A and 22B, i.e., the thief's station, the lamps connected between the rotors of the switches at such stations light up. Thus, as shown in FIG. 4, the switch positions in 24A and 24B coincide with those in 22A and 22B respectively. Consequently, lamp 16 is connected in circuit with source 30 and thereby illuminated. Such coincidence of switch positions can occur at one, two, or all three of the stations other than the thief's station whereby one, two, or all three of lamps 16, 18 and 20 may be illuminated.

A coincidence of the switch positions at switches 22A and 22B with the positions of switches 28A and 28B between which lamp 32 is connected will cause lamp 32 to be placed in circuit with source 30 and thereby illuminated as shown in FIG. 4 by rotor 23A at position 6 and rotor 23B (in dash outline) at position E. In the situation where switches 22A and one of the other switches 24A, 26A, and 28A are at a same first position, where the remaining switches of 24A, 26A and 28A are at a same second position, where switches 22B and one of the B switches whose associated A switch is at the aforesaid second position are at a same first position and the other B switches are at a same second position, all of lamps 16, 18 and 20 are connected in series with source 30 whereby they are all illuminated simultaneously but with a lesser intensity than that which occurs in the situation where they are connected in parallel arrangement with source 30 as in the situation previously described hereinabove. Thus, in FIG. 4 with the switch contact positions at the thief's station being 6C, the switch contact positions at the policeman's station #2 being 6H, the switch contact positions at the manager's station being 3C and the switch contact positions at the policeman's station #1 being 3H, all of lamps 16, 18 and 20 are illuminated. It can be seen, therefore, that all of lamps 16, 18, and 20 are connected in series circuit when the switch positions at each station define a rectangle in the rectangular grid. Such rectangle can also be formed with lamp 32 as one of the corners of the rectangle. For example, with lamp 32 connected between positions 6 and E of switches 28A and 28B, if the positions at the manager's station were chosen to be 6J, the position at policeman's station #2 chosen to be 3E, and the positions at the thief's station chosen to be 3J, lamps 32, 18 and 16 would simultaneously be illuminated. The coincidence of the positions of the thief station switches, and of the positions of the switches at any of the other stations with the positions between which lamp 32 is connected will also cause lamp 32 and the lamps at such other stations to be simultaneously illuminated.

In applying the game apparatus shown in FIGS. 1 to 4 to a pursuit of a thief who seeks to enter into a multiple dwelling building to go to a particular dwelling unit therein containing valuables, and then to make his way back out of the building, the player is selected to play the role of the thief and he has the thief's station, one may be the multiple dwelling manager and two may be policemen, each of the players having the stations as hereinabove designated. Each dwelling unit is defined by a numeric and an alphabetic coordinate, the ground floor being defined by a single coordinate, viz., G. With the provision of the terminal G only on the numerically designated switch at the thief's station, a rule is built into the game that only the thief can reach the ground floor. When the thief and one or more players occupy the same dwelling unit, the respective lights at those players' station are illuminated.

A rule of the game may be, for example, that a player can only move one switch in either direction at his station one position at any one time. Thus, a player having the positions at his station 4E, for example, can move only to one of positions 4D, 4F, 3E and 5E. The moves may be

made consecutively by players in a clockwise or counter-clockwise direction with no passes permitted. The coincidence of the thief and a policeman in the same unit, shown by the lighting of the lamp at that policeman's station, may end a game and count as a score for that policeman. The coincidence of a thief and a manager in the same unit, shown by the lighting of the lamp at the manager's station, may count as a score for the manager but need not end the game, the manager aiding the pursuit by announcing the thief's position. A rule can be made that an arrest may not arise through the coincidence of a thief and a player in the unit containing the valuables, shown by the lighting of the lamps in the valuables containing unit and that player's stations. The game may be initiated by the thief entering from the ground floor, i.e., turning off lamp 14. For the thief to score, he may have to make his way to the valuables containing unit and then work his way back to the ground floor.

In the description above of the operation of connecting the lamps at all of the stations in series when a rectangle of switch positions occur whereby they all glow but with low intensity, such operation may be utilized in the game as the thief's having made a "noise" to disclose his location at that time. There need not be a score for noise.

From the foregoing, it is seen that in accordance with the invention, there is provided a game apparatus which enables the electrically selecting of points defined by two coordinates on a rectangular grid thereof in successive steps and which requires the application of logical principles by a plurality of players to determine unknown positions therein.

While there had been described what is at present considered to be a preferred embodiment of this invention, it will be obvious to those skilled in the art that various changes and modifications may be made therein without departing from the invention, and it is, therefore, intended to cover all such modifications as fall within the true spirit and scope of the invention.

What is claimed as new and desired to be secured by Letters Patent of the U.S. is:

1. In a game apparatus having a given plurality of player stations; a plurality of first multiple position switches, one first switch being located at each of said stations respectively, each of said first switches respectively comprising a chosen plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the fixed terminals, each of the like designated fixed terminals of said first switches being electrically connected in series arrangement, a plurality of second multiple position switches, one second switch being located at each of said stations respectively, each of said second switches respectively comprising a selected plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the last named fixed terminals, each of the like designated fixed terminals of said second switches being connected in series arrangement, a source of potential connected between the first and second switches at one of said stations, and electrically actuated indicating devices respectively connected between the movable terminals of the first and second switches at the others of said given plurality of stations.

2. In a game apparatus having a given plurality of player stations; a plurality of first multiple position switches, one first switch being located at each of said stations respectively, each of said first switches respectively comprising a chosen plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the fixed terminals, each of the like designated fixed terminals of said first switches being electrically connected in series arrangement, a plurality of second multiple position switches, one second switch being located at each of said stations respectively, each of said second switches re-

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spectively comprising a selected plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the last named fixed terminals, each of the like designated fixed terminals of said second switches being connected in series arrangement, a source of potential connected between the movable terminals of the first and second switches at one of said stations, electrically actuated indicating devices respectively connected between the movable terminals of the first and second switches at the others of said given plurality of stations, and a housing for positioning said indicating devices at their respective associated stations whereby the coincidence of the movable terminal-fixed terminal contact positions of the switches at said one station and corresponding movable terminal-fixed terminal contact positions at the switches at one of the other of said stations connects the indicating device connected between the movable terminals of said last named switches to said potential source to actuate said indicating device and whereby upon the coincidence of a first given movable terminal-fixed terminal contact position of the first switch at said one station, the same movable terminal-fixed terminal contact position of the first switch at a second of said stations, same movable terminal-fixed terminal contact positions, different from said first given position of the first switches, at third and fourth of said stations, a second given movable terminal-fixed terminal contact position of the second switch at said one station, said second given position of the second switch at one of said third or fourth stations and same movable terminal-fixed terminal contact positions, different from said second given position, at the second switches of said second and the other of said third and fourth stations, the indicating devices connected between the movable terminals of the first and second switches of said second, third and fourth stations and electrically connected in series with said potential source to actuate said devices.

3. In a game apparatus having a given plurality of player stations; a plurality of first multiple position switches, one first switch being located at each of said stations respectively, each of said first switches respectively comprising a chosen plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the fixed terminals, each of the like designated fixed terminals of said first switches being electrically connected in series arrangement, a plurality of second multiple position switches, one second switch being located at each of said stations respectively, each of said second switches respectively comprising a selected plurality of correspondingly differently designated fixed terminals and a movable terminal adapted to be selectively placed in contact individually with any of the last named fixed terminals, each of the like designated fixed terminals of said second switches being connected in series arrangement, a potential source connected between the movable terminals of the first and second switches at one of said stations, first electric lamps connected between the movable terminals of the first and second switches at the others of said given plurality of stations, a second electric lamp connected between predetermined fixed terminals

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of the first and second switches at one of said others of said given plurality of stations, and a housing for positioning said first lamps at their respective associated station, for providing a display of visual interest pertinent to said game and for positioning said second lamp within said display whereby the coincidence of the movable terminal-fixed terminal contact positions of the switches at said one station and corresponding movable terminal-fixed terminal contact positions at the switches at one of the others of said stations connects the lamp at said last named station to said potential source to light said lamp comparatively intensely, whereby upon the coincidence of a first given movable terminal-fixed terminal contact position of the first switch at said one station, the corresponding movable terminal-fixed terminal contact position of the first switch at a second of said stations, same movable terminal-fixed terminal contact positions, different from said first given position of the first switches, at third and fourth of said stations, a second given movable terminal-fixed terminal position contact position of the second switch at said one station, said second given position of the second switch at one of said third or fourth stations and the same movable terminal-fixed terminal contact positions, different from said second given position, at the second switches of said second and the other of said third and fourth stations, the lamps at said second, third, and fourth stations are connected in series arrangement with said source to light said lamps, and whereby upon the coincidence of the movable terminals of the first and second switches at said one station and of the movable terminals of the first and second switches at another switch station with said corresponding predetermined fixed terminals at said one station, said second lamp and said lamp connected between the movable terminals of said last named other switch station are connected to said potential source to cause their comparatively intensive illuminations.

4. In a game apparatus as defined in claim 3 wherein one of the switches at said one station further includes another fixed terminal and wherein a third lamp is connected between said source and said last named fixed terminal whereby upon the contact of the movable terminal of said last named switch being placed into contact with said other terminal, said third lamp is connected in circuit with said source to cause it to be comparatively intensely illuminated.

5. In a game apparatus as defined in claim 4 wherein said chosen and selected pluralities are of equal value.

6. In a game apparatus as defined in claim 5 wherein said given plurality comprises said one station and three other stations.

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