Aug. 16, 1938. P. FABER 2,127,396

GAME

Filed May 11, 1938 2 Sheets-Sheet 1

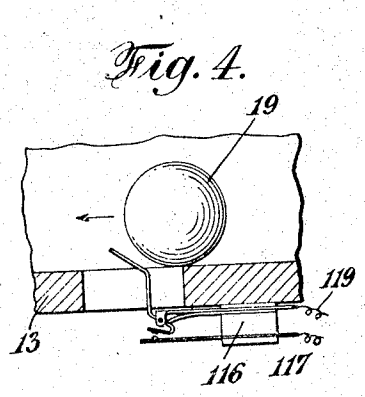


Fig. 4.

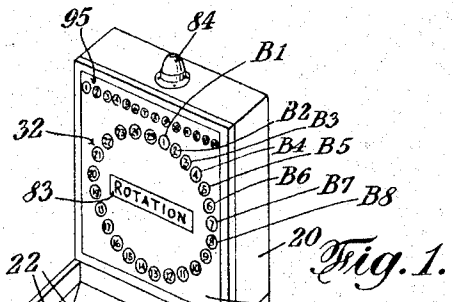


Fig. 1.

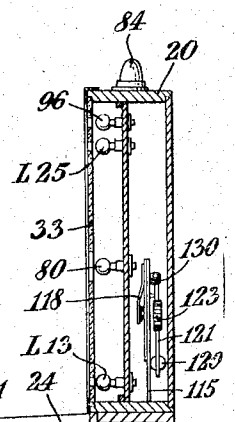
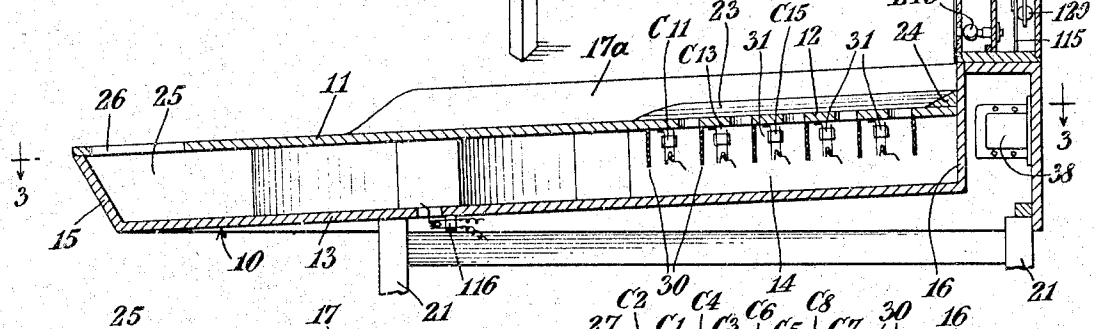


Fig. 2.



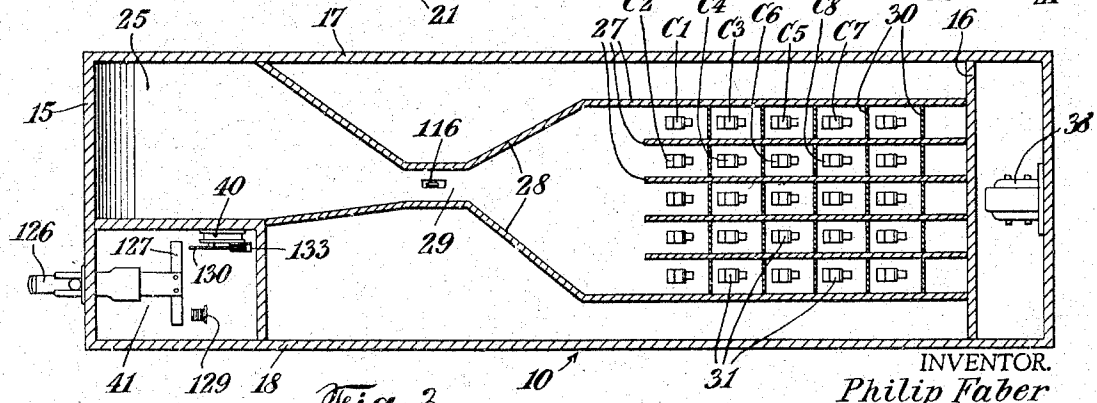


Fig. 3.

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Aug. 16, 1938. P. FABER 2,127,396

GAME

Filed May 11, 1938 2 Sheets-Sheet 2

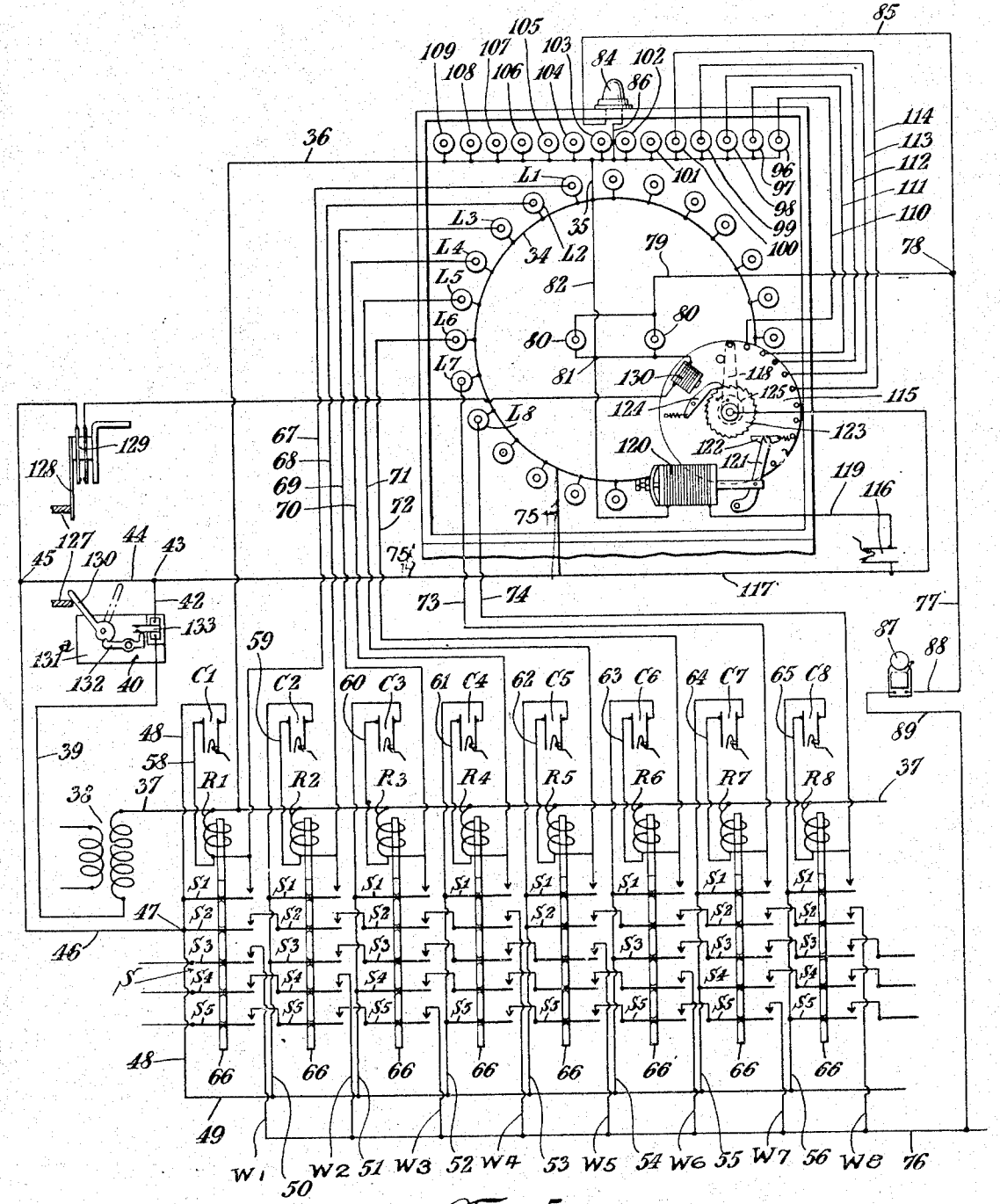


Fig. 5.

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Patented Aug. 16, 1938 2,127,396

UNITED STATES PATENT OFFICE

2,127,396

GAME

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Application May 11, 1938, Serial No. 207,353

7 Claims. (Cl. 273—118)

This invention relates to amusement apparatus, and, more particularly, aims to provide an improved game of the kind incorporating a target, and a missile to be directed and propelled toward the target by a person playing the game.

As herein employed, the term target is used to include any field of play toward which the missile is directed and propelled by a person playing the game which includes a plurality of chutes, openings, cups, or any equivalent through or into any one of which the missile may pass or come to rest for causing or preparing for the scoring of a game point. Also, as the term missile is used herein, it includes a puck, ball or other slidable or rollable or projectile object of play, whatever be its nature, so long as it is either thrown through the air or travelled over a guiding surface or surfaces to or toward the target.

In a now favored way of carrying out the invention, the missile is travelled over a guiding surface all the way to the target, and it is desirably a ball to be rolled along said surface. When the invention is thus carried out, it provides what is generally known as a rolling ball game.

A feature of the invention is the provision of a target or playing field having a plurality of holes through one or another of which the ball may be passed, in combination with a scoring means having a number of signalling elements, and a novel and valuable arrangement of these parts such that the game may be won in as many different ways as there are different signalling elements.

So far as I am aware, in games of the general type toward which this invention is directed, there always has been the characteristic that the number of winning combinations of the scoring means is considerably less than the number of said signalling elements; for instance, as in the U. S. Patent No. 1,906,260, to Gibbs, wherein there are 25 different signalling elements, to give merely 12 possible winning combinations.

As the present invention is preferably carried out, the holes of the target respectively have different significatory attributes, such as different numerical values, and preferably with such values containing all numbers from any number n, as 1, to any higher number n, as 25. Preferably also, these numerical values of the different holes are in an unbroken numerical series, as 1, 2, 3, 4, 5, etc., but the different holes are indiscriminately arranged. At the same time, in this favored way of carrying out the invention, the signalling elements, each of which has a numerical significance corresponding to that of a different one of the holes, either by being numerically marked or by having a numerical indication which is a function of the positioning of such signalling element relative to another or others, are arranged along a single line, and seriatim, that is, they are arranged one after the other, not indiscriminately, but so that along such line each signalling element is of higher numerical value than the immediately preceding one.

Other features and advantages of the invention will be hereinafter referred to or become apparent.

In the accompanying drawings, I have shown a now preferred form of the invention as illustrative of one of the many various possible ways in which the invention can be carried out.

In these drawings:

Fig. 1 is a perspective view of a now favored embodiment, in the present case shown as a coin-operated game.

Fig. 2 is a central longitudinal vertical section, on a somewhat enlarged scale.

Fig. 3 is a substantially horizontal section, taken substantially on the line 3—3 of Fig. 1.

Fig. 4 is an enlarged detail view, showing certain parts as seen in Fig. 2.

Fig. 5 is a view partially structural and partially diagrammatic, illustrating various elements in what may be called rear elevation; certain of which elements are parts of electrical means for scoring game-points, and for registering the number of times the missile is used by the player to cause score-earning coaction of the missile with the target.

Referring in detail to the exemplifying embodiment illustrated in the drawings, the same is shown as including a main horizontal casing 10, the top of which forms a table 11. Opposite the end 11a where the player positions himself, an extended area of the table constitutes a field of play or target 12.

The structure 10 includes a floor 13 spaced below the table and providing between the floor and the table a chamber 14. This chamber is closed in by suitable end walls 15 and 16, and by side walls 17 and 18. Each of these latter walls is upwardly extended as indicated at 17a and 18a along the major part of the length of the table 11, and the end wall 16 is similarly upwardly extended across the width of the table; so that these upward wall extensions provide between them an alley along which the missile may be directed and propelled by the player while he is at his station 11a, to prevent the missile, desirably a rubber ball, as indicated at 19, from being sent over the side edges of the table, or over an edge of the table beyond the target 12.

At the target carrying end of the table 12, the structure 10 is extended as an upright casing 20, spanning the width of the table and containing various indicating mechanisms.

As shown in the present case, the structure 10 is supported on four table-legs 21, but may be mounted in any suitable place or manner.

The target comprises a plurality of apertures 22, each of these having a different numerical designation as indicated in Fig. 1. Ramp elements 23 are added at both sides of the target and a similar addition 24 beyond the far end of the target. Consequently, a considerable degree of skill is required to roll the ball 19 along the table 11 and to the target 12, and in such manner that it will have lost just the right amount of momentum when passing over an aperture 22, so as on arrival over that aperture to drop down through the same.

It will be noted that the table 11, and also the floor 13, are downwardly inclined toward the player's end of the table. When the ball 19 passes down through any of the apertures 22, it enters the chamber 14 and is received on the floor 13, to roll down along the same until coming to rest in a pocket 25. Above this pocket is a hand-hole opening 26, so that the ball can be retrieved by the player, to be again travelled over the table 11 toward the target 12, each time the ball is returned to the pocket 25.

Longitudinal channels are provided by vertical partitions 27 extending from the floor 13 to the table-top 11. The two outside partitions converge at 28, to form a narrow passage 29, sufficiently wide to permit passage of the ball 19 into pocket 25. At right angles to the partitions 27, depending strips 30 are extended downward from the top 11, but with their bottoms high enough to leave sufficient clearance for the ball 19 to pass beneath them along the channels toward pocket 25.

In line with the channels, contacts 31 are mounted below the top 11 in such manner that, if ball 19 drops into an aperture 22, the strip 30 forces the ball against contact 31, thus closing a circuit serving a registering means in casing 20.

The attaining of game-points is here shown as arranged to be signalled as illuminations of successively placed areas or sub-divisions of a circular path 32, displayed as a translucency in a front panel 33 of the annunciator casing 20 and hence in the field of view of the player at the end 11a of the table 11. These areas are shown as arranged like the beads of a necklace, running around the path 32 in a clockwise direction, from a first or starting area B1, marked thereon "1", to a final such area, marked thereon "25". The second, third, fourth, fifth, sixth, seventh and eighth such areas, respectively marked thereon "2", "3", "4", "5", "6", "7" and "8", are indicated at B2, B3, B4, B5, B6, B7 and B8.

The illuminations just described are shown in Figs. 2 and 5 as accomplished by means of electric light bulbs, one for each of the 25 differently numbered areas of the winning combination path 32; as indicated at L1, L2, L3, L4, L5, L6, L7 and L8, to correspond with the areas B1, B2, B3, B4, B5, B6, B7 and B8.

The apertures 22 of the target 12 are here shown as arranged in five rows of five apertures each, and are numbered from "1" to "25", inclusive, in an irregular fashion; note, for example, aperture A1, marked "1" on the target, aperture A2, marked "2" on the target, aperture A3, marked "3" on the target, and so on.

The corresponding contacts 31 are indicated at C1, C2, C3, etc.

When ball 19 drops into any one of the apertures 22, for instance, into the aperture A1, it closes the circuit through the contact C1, lighting the corresponding bulb L1 and illuminating the area B1. The means here serving these ends will be explained in a moment, in connection with Fig. 5.

To consider first the various lamps each individual to one of the areas of the path 32, it will be noted from Fig. 5 that, in order to simplify the drawing, only some of these lamps are shown, and that only some of the shown lamps have their circuit connections completely illustrated.

In Fig. 5:

A common circuit wire 34, of circular extension, serves all the 25 lamps in the circular path 32. From wire 34 there leads a wire 35, this in turn leading to a wire 36, which is connected by a wire 37 to the secondary coil of a transformer 38; although, as will be understood, the line voltage may be used directly if so desired.

This wire 37 is seen as a horizontally extending one in Fig. 5, and to it is connected one end of the coil of each of a line of relays R1, R2, R3, etc.; the other end of each such coil going to a different one of the switches C1, C2, C3, etc., each associated with one of the apertures 22 of the target 12 as above pointed out and as illustrated in Figs. 2, 3 and 4.

It is by means of these relays, and a plurality of switch-blades S1, S2, S3, S4 and S5, that the lamps in the path 32 are lighted as corresponding plays are made and a "win" signal is given whenever the predetermined number of these lamps, one directly following another along the path, are lighted. There is one set of said switch-blades for each relay, and all the switch-blades of each such set are simultaneously moved to circuit closing position when the relay with which that set is associated is operated by closing of the appropriate switch C1, C2, C3, etc., by falling of the ball 19 through the target-aperture served by said switch.

Before describing this operation, however, the various other elements of the electrical arrangement illustrated in Fig. 5 will be described.

The terminal of the secondary of the transformer 38, other than the terminal thereof joined to the wire 37 as above, is connected by a wire 39 to a timing switch 40, controlled by a coin mechanism (41, Fig. 3). From the opposite terminal of the timing switch 40 there extends a wire 42, connected at 43 to a wire 44, which at 45 is joined to a wire 46. This wire 46 joins at 47 a wire 48. The wire 48 goes to the contact C1, and then, as seen in Fig. 5, descends, and then extends toward the right as a length 49, whence wires 50, 51, 52, 53, 54, 55 and 56 go to the contacts C2, C3, C4, C5, C6, C7 and C8, respectively.

Although only eight of these wires are shown, and hence only eight contacts C1, C2, C3, etc., and only eight relays R1, R2, R3, etc., it will be understood that one each of these is required for each of the 25 lamps in the path 32 of Fig. 1 and for each of the switches 31 of Figs. 2 and 3.

The relays R1, R2, R3, etc., operate their switches S1, S2, S3, S4 and S5 aforesaid, through connecting bars. Each of the wires 48, 50, 51, 52, 53, 54, 55 and 56 ascends in Fig. 5 to go to a different one of the contacts C1, C2, C3, etc.; and this arrangement, in combination with wires 58, 59, 60, 61, 62, 63, 64 and 65 which descend in Fig. 5 from said contacts to go respectively to

one end of the coil of the appropriate relays R1, R2, R3, etc., causes energization of the relay associated with the contact C1, C2, C3, etc. which is then closed by the ball 19. This follows because the coil of such relay is then in closed circuit with the secondary of the transformer 38. This closed circuit includes the wires 39, 42, 44, 46, the wire 48 (or said wire 48, and the wire 49, and a wire 50, 51, 52, 53, 54, 55 or 56 according as it is the relay R1, R2, R3, R4, R5, R6, R7 or R8 which is now being considered), leading to the closed one of the contacts C1, C2, C3, etc., and also, beyond the contact last-mentioned, a return wire to the relay coil, this last the wire 58, 59, 60, 61, 62, 63, 64 or 65, as the case may be.

At the same time, the proper signalling lamp in the path 32 is lighted by current in a circuit including as an essential that one of the wires 67, 68, 69, 70, 71, 72, 73 or 74 which connects near its bottom with the coil of the particular relay energized and which goes to the appropriate signal lamp by ascending in the diagram; from said lamp the circuit being completed through the circularly arranged wire 34, a wire 75, a wire 75', the wire 42 and the wire 39, the secondary of the transformer 38, the wire 37, said relay coil, the wire 58, 59, 60, 61, 62, 63, 64 or 65 leading to the then closed one of the contacts C1, C2, C3, etc., the wire 48, 50, 51, 52, 53, 54, 55 or 56 leading from that contact, and the switch-blade S1 of the relay being energized, back to the aforesaid essential one of the wires 67, 68, 69, 70, 71, 72, 73 or 74.

Considering again said wires 48, 50, 51, 52, 53, 54, 55 and 56 which ascend from near the bottom of Fig. 5 as and for the purposes described in the two paragraphs above, these wires, all connected to a common wire 49 at the bottom of the diagram, are also connected to various others of the relay switch-blades than the just-mentioned switch-blades S1, in a way and according to a "pattern" which will now be described:

(*a*) the wire 48 goes to the switch-blade S2 of the relay R1;

(*b*) the wire 50 goes to the switch-blade S3 of the relay R2;

(*c*) the wire 51 goes to the switch-blade S4 of the relay R3;

(*d*) the wire 52 goes to the switch-blade S5 of the relay R4;

(*e*) the wire 53 goes to the switch-blade S2 of the relay R5;

(*f*) the wire 54 goes to the switch-blade S3 of the relay R6;

(*g*) the wire 55 goes to the switch-blade S4 of the relay R7; and

(*h*) the wire 56 goes to the switch-blade S5 of the relay R8.

Note that the wires 53, 54, 55 and 56 go, respectively, to the same kind of switch-blade, that is, a switch-blade S2, S3, S4 or S5, as the wires 48, 50, 51 and 52; so that each wire goes to the same kind of switch-blade as the fourth wire to the right or left thereof, with each wire going, however, to such a switch-blade of a different relay.

There is thus a "repeat" of four relays to this pattern according to which wires corresponding to those just tabulated are connected to the switch-blades of the relays, and with the relays arranged consecutively as the lamps of the path 32 are arranged.

Such a repeat of four relays requires the lighting of four of said lamps consecutively located along the path 32, to score a "win", and allows the number of lamps to be lighted to score a "win" to be greater or less than four according as the number of switch-blades moved with each bar 66 is increased or reduced; as will be later explained.

It may be well at this point to emphasize the fact that the switch-blades S1 on said bars take no part in the work of monitoring the lamps lighted so far as the closing of a "win" circuit is concerned, but are provided solely for lighting a particular lamp in the path 32 when the appropriate contact C1, C2, C3, etc., is closed by the ball 19.

Said monitoring means, however, includes, additional to the switch-blades S2, S3, S4 and S5 of the bars 66, certain circuit connections not previously mentioned, to wit, wires (see reference characters at the bottom of the diagram) W1, W2, W3, W4, W5, W6, W7 and W8.

To keep lighted each lamp illuminated for the duration of the game, by holding the bar 66 of the appropriate relay elevated, locking means for each such bar (not shown), such as a spring operated pawl or cam may be provided for each bar 66; with these pawls or cams mounted on a common movable support (not shown) for resetting, as through a solenoid or any other suitable means not shown when the game is ended, so as then to "clear" all lighted lamps in the path 32.

The object of this invention is not to score the greatest number of points, but to test the player's skill in "scoring" numbers in successive rotation, such as 1 to 4, 2 to 5, 3 to 6, 4 to 7, 5 to 8, and so on.

When, for instance, a "score" is made which operates the relay R1, the switch-blade S2 of the same, being connected to the wire 48, closes the gap shown between switch-blades S2 of the relays R1 and R2; and if the relays R2 and R3 and R4 are operated by any of the succeeding plays, other gaps are similarly closed to connect up the now connected switch-blades S2 of the relays R1 and R2 with the switch-blades S2 of the relays R3 and R4. These four switch-blades S2, normally disconnected from one another, are now, therefore, circuit subdivisions connected up in series.

Between the relays R4 and R5 the wire W4 breaks the line of switch-blades S2. By means of this wire W4, the wire 76, a wire 77 branching at 78 into a wire 79, and the wire last-named, a pair of lamps 80 are now in a closed circuit including also a wire 82 joined as shown to the wire 36 near the top of the diagram; and these lamps are lighted and flash the winning signal "Rotation" behind a translucent carrier 83 for such a signal in panel 33. A lamp 84 is also shown, mounted on top of the casing 20, for simultaneous illumination with the lamps 80; this lamp 84 being interposed in the "win" circuit by way of wires 85 and 86. A bell 87 is further shown, to be rung when the lamps 80 and 84 are lighted; this bell being interposed in the "win" circuit by way of wires 88 and 89.

If "Rotation" happens to be attained by relays R2, R3, R4 and R5, the win circuit is closed by the four switch-blades S3 of these four relays becoming connected up in series, and through the wires 50 and W5.

If "Rotation" happens to be attained by relays R3, R4, R5 and R6, the "win" circuit is closed by the four switch-blades S4 of these four relays becoming connected in series, and through the wires 51 and W6.

If "Rotation" happens to be attained by relays R4, R5, R6 and R7, the "win" circuit is closed by the four switch-blades S5 of these relays, and through the wires 52 and W7.

If "Rotation" happens to be attained by relays R5, R6, R7 and R8, the "win" circuit is closed by the switch-blades S2 of these relays, and through the wires 53 and W8.

It already having been explained how the wires 48, 50, 51, 52, 53, 54, 55 and 56 variously go to the various switch-blades of the eight relays shown, attention is now directed to the fact that it is only the switch-blade S3 of the relay R1 which places the wire W1 in circuit; it is only the switch-blade S4 of the relay R2 which places the wire W2 in circuit; and it is only the switch-blade S5 of the relay R3 which places the wire W3 in circuit. As to these four relays, the order of switch-blade coaction with the wires W1, W2, W3 and W4, is a descending one relative to the locations of the switch-blades along their bars 66 as the parts are seen in Fig. 5. The same arrangement prevails as to the next four relays to the right in Fig. 5, and, as will be seen, it is the switch-blade S2 of the relay R5 which places the wire W5 in circuit, and the switch-blade S3 of the relay R6 which places the wire W6 in circuit, and the switch-blade S4 of the relay R7 which places the wire W7 in circuit, and the switch-blade S5 of the relay R8 which places the wire W8 in circuit.

This repeat pattern is regularly continued all along the total line of relays employed, which total number of relays is as aforesaid equal to the total number of lamps in the path 32.

Thus a continued series of four of switch-blades S2, S3, S4 or S5 must in every case be closed, to operate lamps 80 and 84 and the bell 87.

As already pointed out, by eliminating switch-blade S5, only three consecutive "scores" would be required to close the "win" circuit, while by increasing the number of blades by one, five consecutive "scores" would be necessary to complete the "win" circuit.

To limit the number of plays of each game to a certain maximum, and to indicate the number of plays, a means is provided for lighting one or more of a horizontal line of electric lamps within the structure 20, each lamp being behind a translucent area in the front panel of structure 20. Such areas are arranged along the line 95 of Fig. 1, there being in the present case fourteen of these areas, the first one marked thereon "1", the second "2", the third "3", and so on, in straight numerical order up to and including the last one, marked "14". The corresponding lamps 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108 and 109 are at one terminal connected to the wire 36; but only a few of the connections for the opposite terminals of these lamps are shown, to simplify the drawings. As illustrated the wires 110, 111, 112, 113 and 114 connect these terminals to contacts on an insulated disk 115 constituting the main operating part of a rotary switch.

When the ball 19 has been played in the sense of having been rolled to the target and thereby dropped through an aperture 22, and so passes through the narrow passage 29, it closes a contact 116. One side of the contact 116 is connected by a wire 117 to wire 44 at 43 and to a contact arm 118. The other side of the contact 116 is connected by a wire 119 to a solenoid 120, the wire 82 leading to the other terminal of the latter. The solenoid 120 operates a spring controlled rocker arm 121, carrying a pawl 122 engaging a ratchet 123 which is secured to the shaft carrying the contact arm 118. A locking pawl 124 holds the ratchet 123 against the action of spring 125.

Each time the contact 116 is closed by the passing ball 19, the solenoid 120, through arm 121 and pawl 122, advances the contact arm 118 one step thus insuring successive closing of the circuits including the wires 110, 111, 112, 113 and 114 and thereby registering the number of plays which have been made.

Referring to the coin-operated device 40, this is illustrated as including a coin-receiving slide 126, which by suitable spring-means not shown is normally in inoperative position as in Figs. 1 and 3, but which, when the proper coin is inserted, may be pushed inward, to cause the cross-arm 127 to perform two functions, first to engage and move a closing member 128 of a clearing switch 129, and next to engage a lever 131 of a timer 131*a*. This lever 131 is thereby thrown to the broken line position shown. The timer 131*a* carries a rocker arm 132, which closes a switch 133 when lever 131 is in the broken line position. Reverting to part 128, the movement of the slide 126 closes the switch 129, thus operating a solenoid 130; the pawl 124 being released from ratchet 123 by this action, to allow the contact arm 118 to resume its starting position by means of the spring 125.

As already described, "winning scores" in successive combinations of four, are obtained by the exemplifying embodiment illustrated, as for instance 1, 2, 3 and 4, or 2, 3, 4, and 5, or 3, 4, 5, and 6, or 25, 1, 2 and 3, and so on. As there are twenty-five different numbers on the target it will be seen that there are also twenty-five possible "win" combinations.

Considerable particularities of description, as to relations, dimensions, capacities, utilities and preferences may have been herein indulged in, but it will be understod that these statements, made with particular reference to that one, and the one now preferred, of the many possible embodiments of the invention which is illustrated in the drawings, are not in any way to be taken as definitive or limitative of the invention. That is to say, it is intended that all matter contained in the above description or shown in the accompanying drawings shall be interpreted as illustrative and not in a limiting sense.

Modifications and variations may be made within the invention, and parts of the improvements may be used without others.

And as will be understood, the scope of protection contemplated is to be taken solely from the appended claims, interpreted as broadly as is consistent with prior art.

I claim:

1. In a game of the kind wherein there is a target including a bank of interceptors for a missile such as a rolled ball, wherein there is a signalling means including a plurality of individually operable signalling devices, wherein a different one of said signalling devices is operated according as a different one of said interceptors coacts with the missile, and wherein said signalling devices are arranged along a single line,—the combination, with a "win" indicating means, of a means automatically operating said "win" indicating means whenever the last one of any one group of a plurality of different groups of said signalling devices constituting a predetermined number of said devices consecutively located along said line has been operated irrespective of which one of said devices is the one located at one end of such group.

2. In a game of the kind wherein there is a target including a bank of interceptors for a

missile, wherein there is a plurality of individually operable signalling devices arranged in a line, wherein an electrical means is provided for insuring that a different one of said signalling devices is operated according as a different one of said interceptors coacts with the missile, and wherein said electrical means includes a plurality of normally open switches each associated with a different one of said interceptors whereby on coaction of the missile with any interceptor its said switch is closed,—the combination, with "win" indicating means, and a normally open circuit which when closed causes operation of said "win" indicating means, of means for closing said circuit whenever the last operated one of the signalling devices of any one group of a plurality of different groups of said devices consecutively located along said line has been operated irrespective of which one of said devices is the one located at one end of such group; said means for closing the "win" circuit including a plurality of subdivisions of said circuit arranged in series therein and normally disconnected from one another to provide a number of breaks in the circuit equal to the number of said subdivisions, there being as many pluralities of said subdivisions thus in series with each other and with each of the switches first named as there are devices in the aforesaid predetermined number of devices to be consecutively located along said line for a "win", and normally ineffective separate connectors for closing each of the points of normal disconnection between one of said subdivisions and another, and means for rendering a different one of said connectors effective according as a different one of said switches is closed.

3. A game as in claim 2, wherein said circuit includes a plurality of parallel branches one for each of the signalling devices, and in each of which branches is one of said pluralities of series-arranged circuit subdivisions.

4. A game as in claim 2, wherein said signalling devices are arranged along a path changing direction at a plurality of points therealong, and wherein two signalling devices one next to another along said path are respectively operated by closing of two of said switches associated with two of said interceptors separated from each other by at least one other interceptor in at least one direction across said bank of interceptors.

5. A game as in claim 1, wherein said "win" indicating means is electrically actuated and includes a normally open circuit having a plurality of parallel subdivisions; wherein said operating means is electrical and includes a normally open switch for each interceptor closed by coaction of the missile with that interceptor, and a plurality of second switches each operated by closing of a different one of said normally open switches, each of said second switches including a plurality of switch-blades each solely in a different one of said plurality of parallel subdivisions of said circuit, each of said subdivisions having therein a plurality of normal gaps corresponding in number to the aforesaid predetermined number of signalling devices to be consecutively located along said line for a "win"; and wherein bridging devices are provided for closing all of said gaps in any of said parallel subdivisions when any group of said second switches having their switch-blades in that subdivision are operated, such a parallel subdivision when its said gaps are all thus closed closing the actuating circuit for the "win" indicating means.

6. A game as in claim 1, wherein said "win" indicating means is electrically actuated and includes a normally open circuit having a plurality of parallel subdivisions; wherein said operating means is electrical and includes a normally open switch for each interceptor closed by coaction of the missile with that interceptor, and a plurality of second switches each operated by closing of a different one of said normally open switches, each of said second switches including a plurality of switch-blades each solely in a different one of said plurality of parallel subdivisions of said circuit, each of said subdivisions having therein a plurality of gaps corresponding in number to the aforesaid predetermined number of signalling devices to be consecutively located along said line for a "win"; and wherein bridging devices are provided for closing all of said gaps in any of said parallel subdivisions when any group of said second switches having their switch-blades in that subdivision are operated, such a parallel subdivision when its said gaps are all thus closed closing the actuating circuit for the "win" indicating means; there being a plurality of normally open circuits in each of which are interposed one of said first-named switches and the corresponding signalling device, each of said second switches including means for closing that one of the circuits last-mentioned in which is interposed a first-named switch closed by coaction with the missile, when said first-named switch is thus closed.

7. A game as in claim 1, wherein said "win" indicating means is electrically actuated and includes a normally open circuit having a plurality of parallel subdivisions; wherein said operating means is electrical and includes a normally open switch for each interceptor closed by coaction of the missile with that interceptor, and a plurality of second switches each operated by closing of a different one of said normally open switches, each of said second switches including a plurality of switch-blades each solely in a different one of said plurality of parallel subdivisions of said circuit, each of said subdivisions having therein a plurality of gaps corresponding in number to the aforesaid predetermined number of signalling devices to be consecutively located along said line for a "win"; and wherein bridging devices are provided for closing all of said gaps in any of said parallel subdivisions when any group of said second switches having their switch-blades in that subdivision are operated, such a parallel subdivision when its said gaps are all thus closed closing the actuating circuit for the "win" indicating means; there being a plurality of normally open circuits in each of which are interposed one of said first-named switches and the corresponding signalling device, each of said second switches having an additional switch-blade for closing that one of the circuits last-mentioned in which is interposed a first-named switch closed by coaction with the missile, when said first-named switch is thus closed.

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