W. & F. PRINA.

ELECTRICAL AMUSEMENT DEVICE.

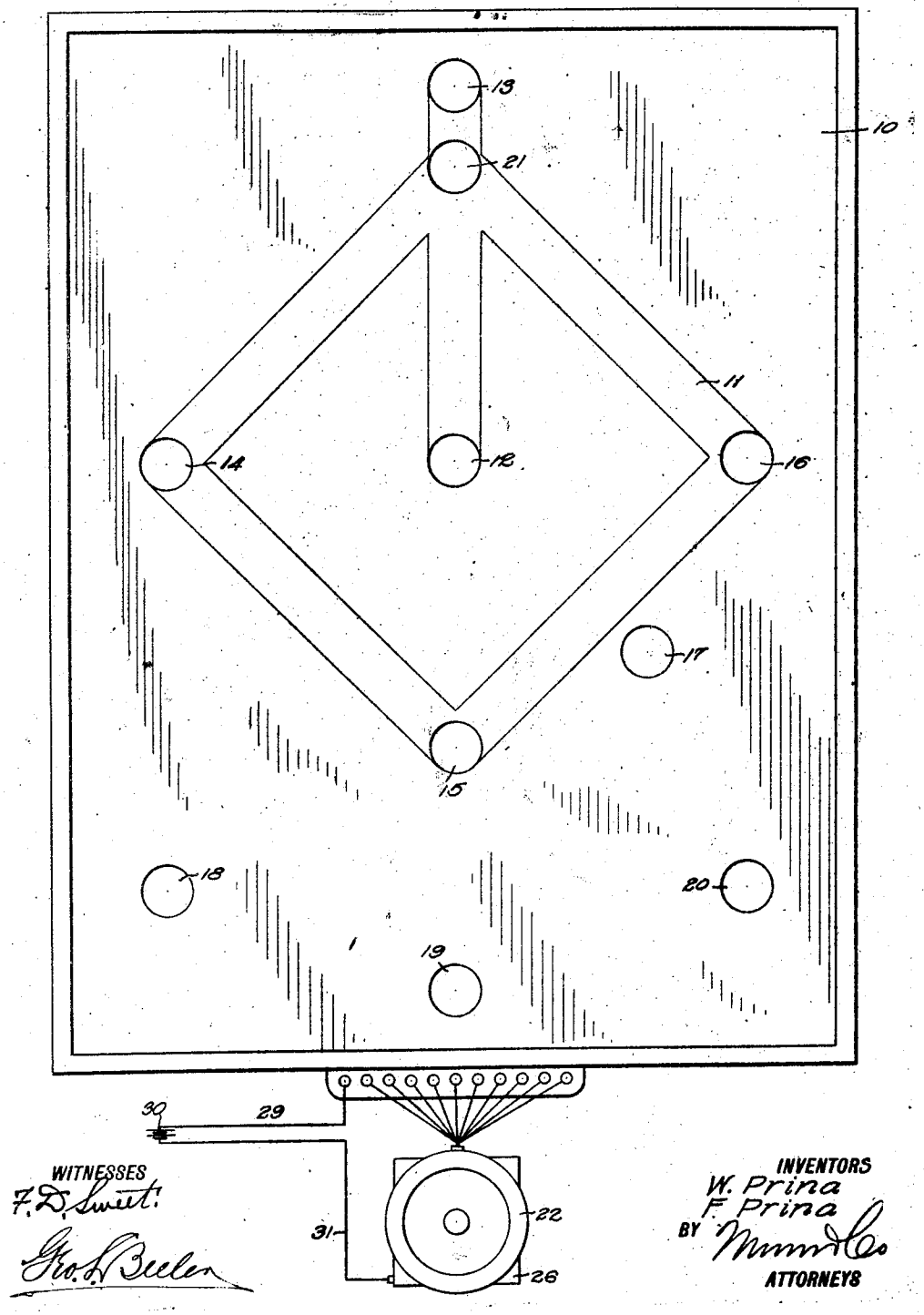
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1,151,390.

Patented Aug. 24, 1915.

2 SHEETS—SHEET 1.

Fig. 1



WITNESSES

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Geo. L. Beeler

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2 SHEETS—SHEET 2.

Fig. 2

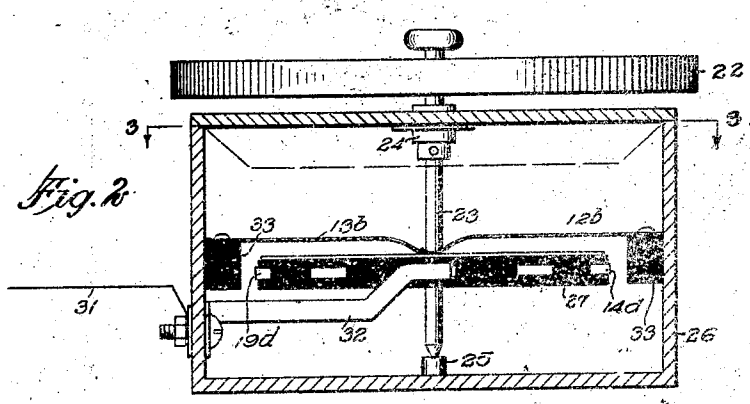


Fig. 3

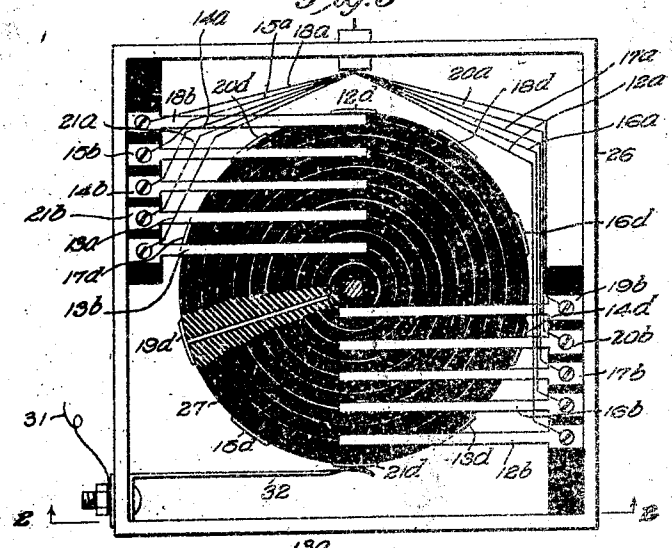
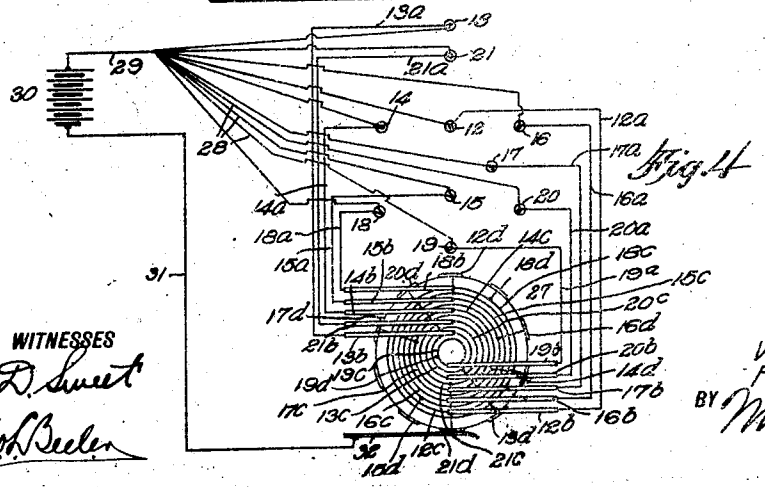


Fig. 4



WITNESSES

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UNITED STATES PATENT OFFICE.

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ELECTRICAL AMUSEMENT DEVICE.

1,151,390. Specification of Letters Patent. Patented Aug. 24, 1915.

Application filed June 14, 1915. Serial No. 34,057.

To all whom it may concern:

Be it known that we, WILLIAM PRINA and FRANK PRINA, citizens of the United States, and residents, respectively, of West Hoboken, in the county of Hudson and State of New Jersey, and of Jersey City, in the county of Hudson and State of New Jersey, have invented a new and Improved Electrical Amusement Device, of which the following is a full, clear, and exact description.

This invention relates to amusement devices and has particular reference to that character of devices employed generally at public amusement places and involving a certain element of chance.

More definitely stated, we provide a board simulating a baseball field and indicating thereon the diamond and the positions of the batsman and in- and outfielders, a wheel being provided carrying selective electrical contacts coöperating with contact springs associated with as many different circuits as there are points located upon the board, whereby, when the wheel is turned and comes to rest, a lamp corresponding to one of the circuits will glow indicating that the customer interested in the player represented by such lamp is the winner, there being provided ten different circuits corresponding to the ten different points on the ball field and a lamp being placed in each of said points.

Among the objects of the invention is to provide an amusement device of unusually attractive form because of the representation of a baseball diamond and field and to provide in connection therewith peculiar electrical connections for use as above indicated.

With the foregoing and other objects in view, the invention consists in the arrangement and combination of parts hereinafter described and claimed, and while the invention is not restricted to the exact details of construction disclosed herein, still for the purpose of illustrating a practical embodiment thereof reference is had to the accompanying drawings, in which like reference characters designate the same parts in the several views, and in which—

Figure 1 is a plan view representing a game board arranged in the nature of a baseball field with the players stationed thereon and having a diagrammatic representation of the electrical connections; Fig. 2 is a vertical section on the line 2—2 of Fig. 3; Fig. 3 is a horizontal section on the line 3—3 of Fig. 2; and Fig. 4 is a complete diagram of the wiring.

Referring more particularly to the drawings, we show at 10 a game board or field having painted or otherwise formed thereon a baseball diamond 11 representing the pitcher 12, the catcher 13, the basemen at 14, 15 and 16, the shortstop at 17, the outfielders at 18, 19 and 20, and the batsman at 21. Any suitable indicating means may be associated with the several players' stations numbered as aforesaid, and as an illustration of practical means we employ a set of electric lamps numbered to correspond to the players already stated.

At 22 is a wheel mounted upon a shaft 23 journaled at 24 and 25 in a casing 26 and within which casing and secured to the shaft is a make and break contact disk 27 provided with concentric contact rings insulated from one another. The disk 27 also carries as many peripheral contact points as there are contact rings, one contact being associated electrically with a single ring and each ring being connected through a contact spring and individual wire to a single lamp on the ball field. The several lamps and the electrical connections pertaining thereto are represented on the drawings by the numerals 12 to 21 inclusive, while the electric wires, spring contacts, contact rings, and contact points, are represented by similar numerals with the modifications *a*, *b*, *c* and *d* respectively.

From the lamps wires 28 lead to a single wire 29 to a battery 30 or other source of energy from the other side of which a wire 31 leads to a contact spring 32 adapted to make contact with one of the contact points at the periphery of the contact disk 27. The contact springs 12^b to 21^b are severally secured in rigid position upon blocks of insulation 33 carried on the inner walls of the casing 26 and have constant contact with their respective contact rings 12^c to 21^c. The contact points 12^d to 21^d likewise are insulated from one another. As noted especially in Fig. 4, the several contact points 12^a to 21^a are arranged in staggered relation to their respective contact rings so as to add to the uncertainty of the wheel stopping at

any particular location. The wheel 22 may be weighted and the spindle 23 thereof is mounted for easy rotation in its bearings whereby, when the wheel is turned it will continue to rotate a considerable length of time until it will finally stop, leaving one of the contact points of the disk 27 in contact with the spring 32, completing the circuit from the battery through the wire 31, contact spring 32, disk contact point, disk contact ring, and wire leading to a particular lamp corresponding to the contact point in action, thence through the wires 28 and 29 to the battery. A number of patrons of the game may be identified by any suitable means with the respective contact lamps or play points 12 to 21, and the patron whose lamp glows when the wheel stops will be the winner. The rapid flashing of the lamps one after another resulting from the rapid make and break contact points while the disk 27 is rotating will add interest and zest to the device and also increase the attractiveness of the apparatus. Furthermore, the staggering of the contact points and rings on the disk 27 will also augment the attraction due to the rapid successive glowing of the several lamps.

We claim:

1. The herein described amusement device comprising a board having a series of stations thereon, a series of lamps, one for each station, independent circuits including said lamps, and means to cause all of said lamps to glow momentarily in rapid succession in staggered relation to one another.

2. In an amusement device, the combination of a board having arranged thereon a series of lamps in regular order, independent circuits including said lamps, a battery common to all of said circuits, a rotary disk including a series of concentric contact rings pertaining to the several lamps and independent circuits, and a series of peripheral contact points carried by the disk, said contact points being connected with the several contact rings in staggered relation.

3. In an amusement device, the combination of a field having a series of stations thereon arranged in regular order, a series of lamps at the several stations, a series of independent electric circuits, a source of energy common to all of said circuits, a rotary contact disk carrying a series of concentric contact rings and a series of peripheral contacts associated with the respective rings and the respective independent circuits, and a contact spring coöperating in succession with the respective peripheral contacts whereby the circuit is completed from the source of energy through all of the lamps in succession.

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Witnesses:
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