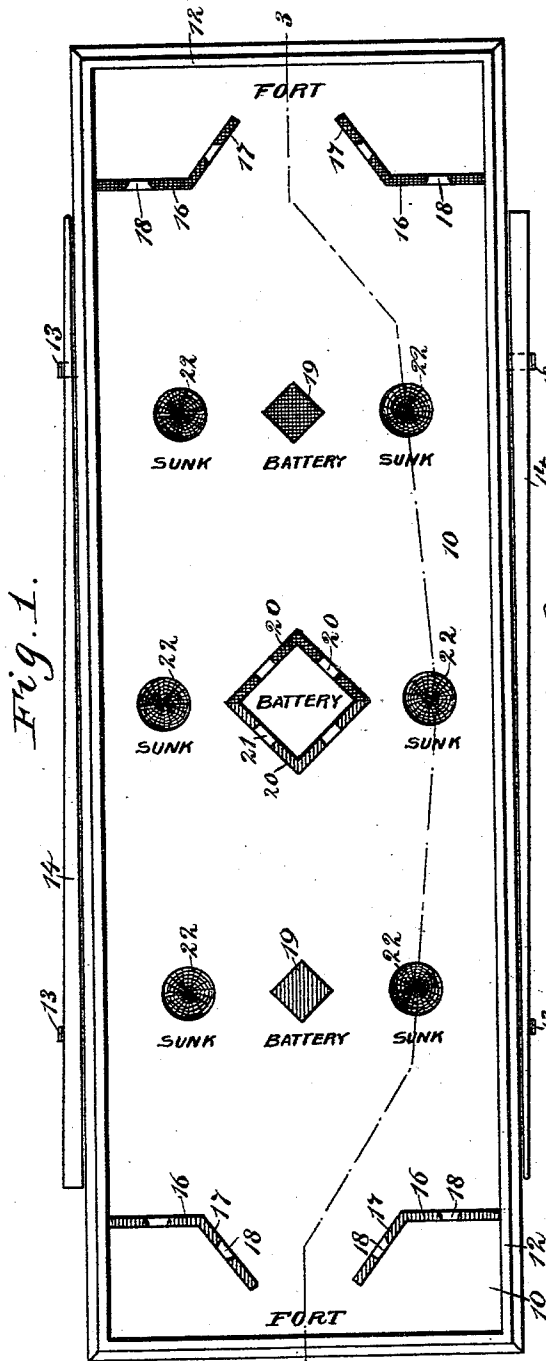


(No Model.)

W. G. BULLEN.
GAME BOARD.

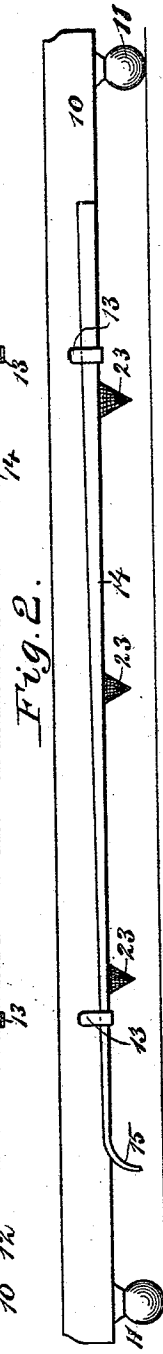
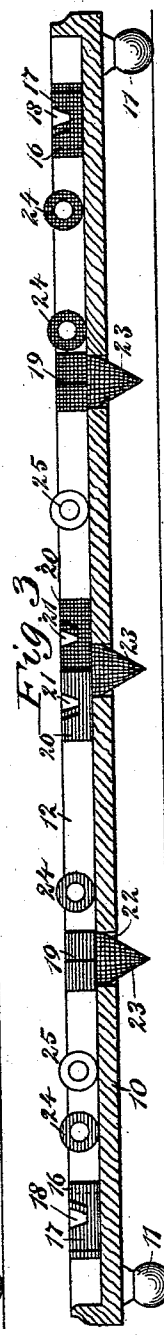
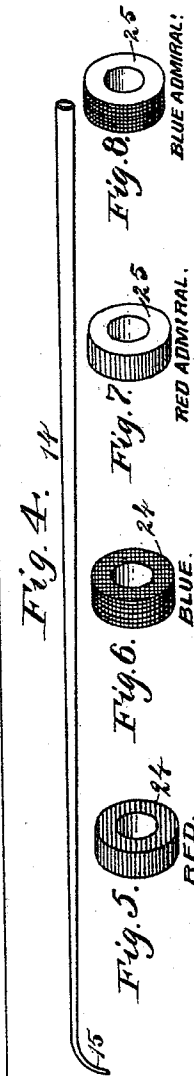
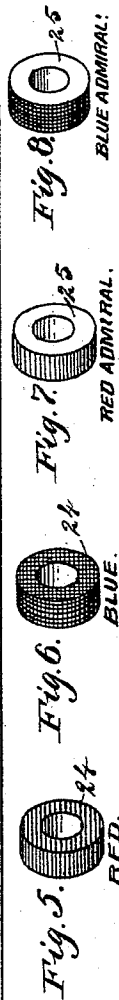
No. 458,516.

Patented Aug. 25, 1891.



WITNESSES:

J. H. Thibault
C. Sedgwick



INVENTOR

W. G. Bullen
BY *Munn & Co*
ATTORNEY.

UNITED STATES PATENT OFFICE.

WILLIAM G. BULLEN, OF MILWAUKEE, WISCONSIN.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 458,516, dated August 25, 1891.

Application filed May 13, 1891. Serial No. 392,564. (No model.)

To all whom it may concern:

Be it known that I, WILLIAM G. BULLEN, of Milwaukee, in the county of Milwaukee and State of Wisconsin, have invented a new and Improved Game, of which the following is a full, clear, and exact description.

My invention relates to improvements in games; and the object of my invention is to produce a game the result of which when played depends upon the skill of the player, and in which an imitation naval battle may be fought and naval tactics studied.

In view of this feature of the game it is called "naval tactics;" and it consists in certain features of construction and arrangements of parts, which will be hereinafter described and claimed.

Reference is to be had to the accompanying drawings, forming a part of this specification, in which similar figures of reference indicate corresponding parts in all the views.

Figure 1 is a plan view of the game-board and blowing-tubes. Fig. 2 is a side elevation of the same. Fig. 3 is a vertical longitudinal section on the line 3 3 in Fig. 1, showing the position of the imitation ships upon the game-board. Fig. 4 is a detail view of one of the blowing-tubes, and Figs. 5 to 8, inclusive, show detail perspective views of the ordinary ships and the admiral's or flag ships.

In playing the game a rectangular game-board 10 is used, which rests upon feet 11, and is provided around its upper edge with a flange 12, which serves to prevent the displacement of the rings or ships, as hereinafter described. On opposite sides of the game-board are brackets 13, which serve as supports for the blowing-tubes 14 when the game is not being played, and these tubes have bent tapering ends 15, so that they may be easily brought into position to have the wind which is blown through them strike correctly on one of the ships or rings. The blowing-tubes taper gradually from one end to the other, so that the wind will be delivered with considerable force from the smaller or bent end.

At each end of the game-board is a fort, represented by raised partitions 16, which extend transversely across a portion of the board and then merge in converging partitions 17, which are arranged on each side of

the entrance to the forts, and the partitions or walls 16 and 17 are provided with embrasures 18, which cause them to more nearly resemble an ordinary fort. These forts, as described, are at each end of the board, and the intervening space is supposed to represent the sea.

Opposite the entrances to the forts and well out into the center of the board or sea are raised studs 19, which represent batteries, and in the center of the board is a larger double battery 20, which is rectangular in shape, and with two angles toward the fort entrances, and this battery is provided with embrasures 21. The battery 20 is also raised upon the surface of the board 10.

At intervals on each side of the batteries 19 and 20 are holes 22, which extend through the table, and in these holes are fixed gauze pockets 23. These holes are marked "sunk" on the board, and when one of the ships or rings is made to drop through a hole and into a pocket it is actually and metaphorically sunk.

The ships used in the game are formed of rings 24 and 25, the rings 24 representing the ordinary ships and the rings 25 representing flag-ships.

In order that the game may be played successfully and the various ships, forts, &c., distinguished from each other, the forts at different ends of the board are differently colored, they being preferably colored red and blue, and the equipment of each fort and the apparatus used in connection with it are of a corresponding color—for instance, if the fort at one end is colored red, the battery 19 nearest to it is also colored red, and the adjacent end of the battery 20 is colored red. Three ships or rings are preferably used for each fort, and these are colored to correspond with the color of the fort. The rings 24, representing the ordinary ships, are colored all over to correspond with the fort to which they belong, and the rings 25, representing the flag-ships, are similarly colored on their faces, but their ends are made of a distinguishing color, preferably white.

In playing the game the side which first counts fifty points wins, and in making up this fifty if a flag-ship is sunk it counts four for the party sinking it; if an ordinary ship is sunk it counts two, and is called a "cap-

tain," in reference to the commander of a ship, and if a ship is repulsed at the center battery it counts one.

The game is played as follows: The rings 5 24 and 25 are arranged upon the board within the forts to which they belong. Each player takes a tube 14, with which to blow the ring, and the players then toss up to see which shall start the game. The object is for a 10 player to propel his ships by blowing against them, so that they will pass the holes and batteries and enter the fort of his opponent, thus capturing the fort. In doing this it is also necessary to sink the ships of his opponent. 15 If a player sinks the ships of his opponent and gets his own ships into one of his opponent's forts, it counts ten for him. The first player places the tube 14 to his mouth and directs the lower end of it against the lower 20 end of one of his ships and blows, so as to blow the ring outward across the board, and after he has blown the next player has his turn, and so on until the game is finished. The flag-ships are given an advantage over 25 the others, as they can only be sunk and count for the party sinking them when they are forced through one of the holes 22 which is nearest the fort of the opposing player, and if a flag-ship is sunk accidentally in one 30 of the other holes it counts four against the party sinking it.

In sinking the ships of his opponent a player propels his own ships against his opponent's, so as to force the ships of the latter 35 into one of the holes 22, and if a player accidentally sinks one of his own ships it counts two against him. In propelling the ships across the board it is evident that it will be necessary to do so with great care, as otherwise they will drop into one of the numerous 40 holes or will come in contact with one of the batteries.

The rules of the game may be greatly modified or changed, and I have only given enough of them to show substantially how the game 45 is played.

Having thus described my invention, I claim as new and desire to secure by Letters Patent—

1. A game apparatus comprising a flanged 50 board having transverse partitions extending partially across it near each end and having a series of holes extending through it near opposite sides and projections raised centrally in the surface of the board, substantially as described. 55

2. A game apparatus comprising a flanged board having transverse partitions near each end, which partitions merge in converging partitions, a series of holes arranged on opposite sides of the board, pockets secured in the holes, and projections raised centrally on the surface of the board, substantially as described. 60

3. A game apparatus comprising a flanged 65 board having broken transverse partitions near each end and having a series of holes arranged at intervals near opposite sides, a series of rings adapted to move upon the board, and blowing-tubes to propel the rings, 70 substantially as described.

4. A game apparatus comprising a flanged board having broken transverse partitions near each end, a series of obstructions produced upon the board between the partitions, 75 a series of rings to move on the board, and blowing-tubes for propelling the rings, substantially as described.

WILLIAM G. BULLEN.

Witnesses:

J. V. V. PLATTO,
TOM CRAVEN,
WILLIAM KELLS.