

Aug. 13, 1940.

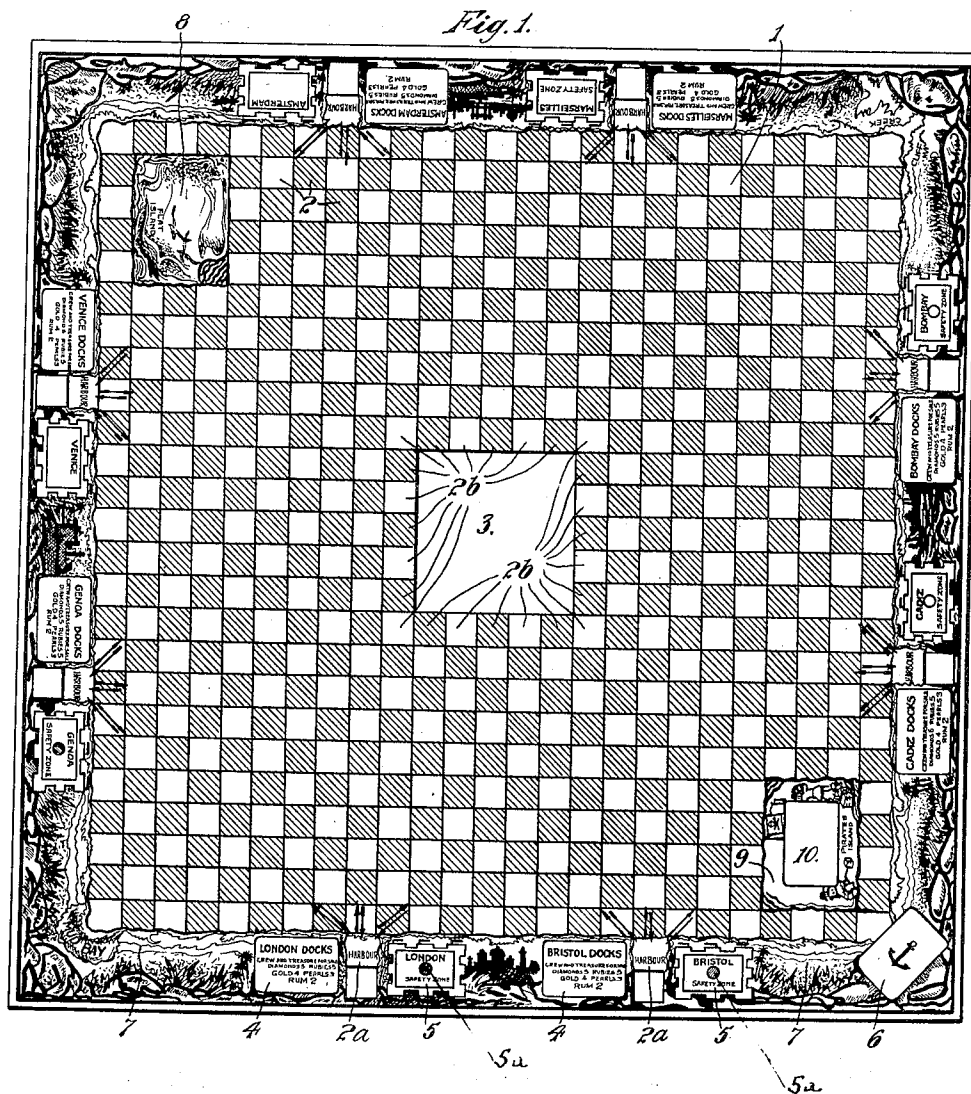
G. G. BULL

2,211,297

APPARATUS FOR PLAYING AN INDOOR GAME

Filed June 10, 1938

4 Sheets-Sheet 1



Inventor

GEORGE G BULL

PER *Rayner & Co*
ATTORNEYS

Aug. 13, 1940.

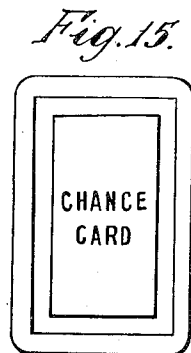
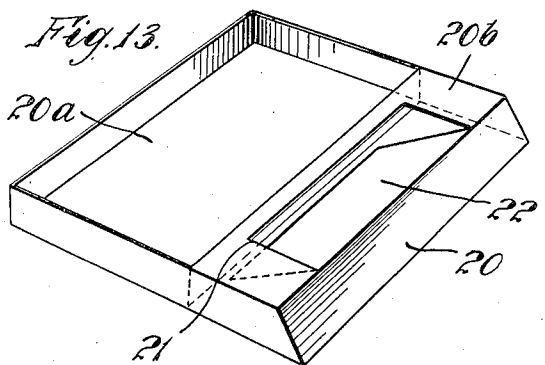
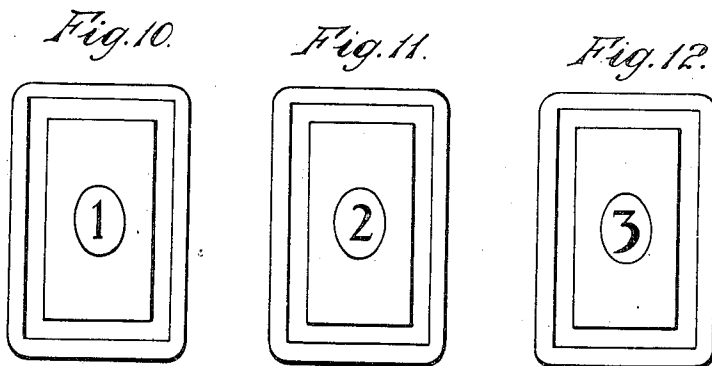
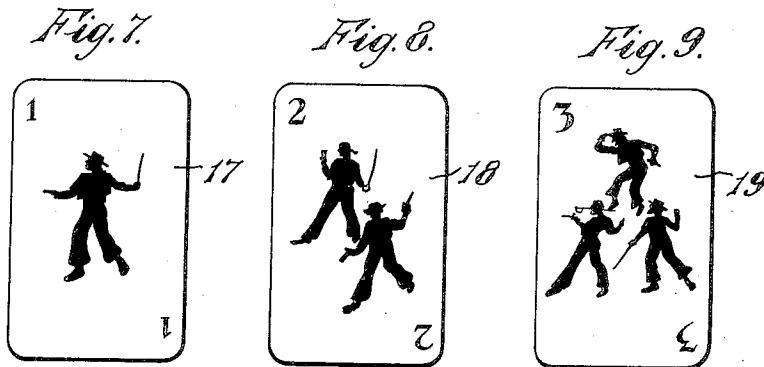
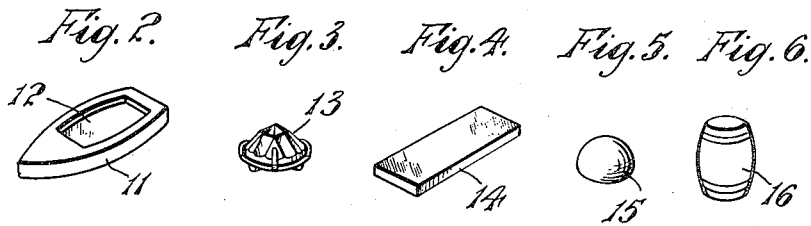
G. G. BULL

2,211,297

APPARATUS FOR PLAYING AN INDOOR GAME

Filed June 10, 1938

4 Sheets-Sheet 2



Inventor
GEORGE G BULL
PER *Raymond*
ATTORNEYS

Aug. 13, 1940.

G. G. BULL

2,211,297

APPARATUS FOR PLAYING AN INDOOR GAME

Filed June 10, 1938

4 Sheets-Sheet 3

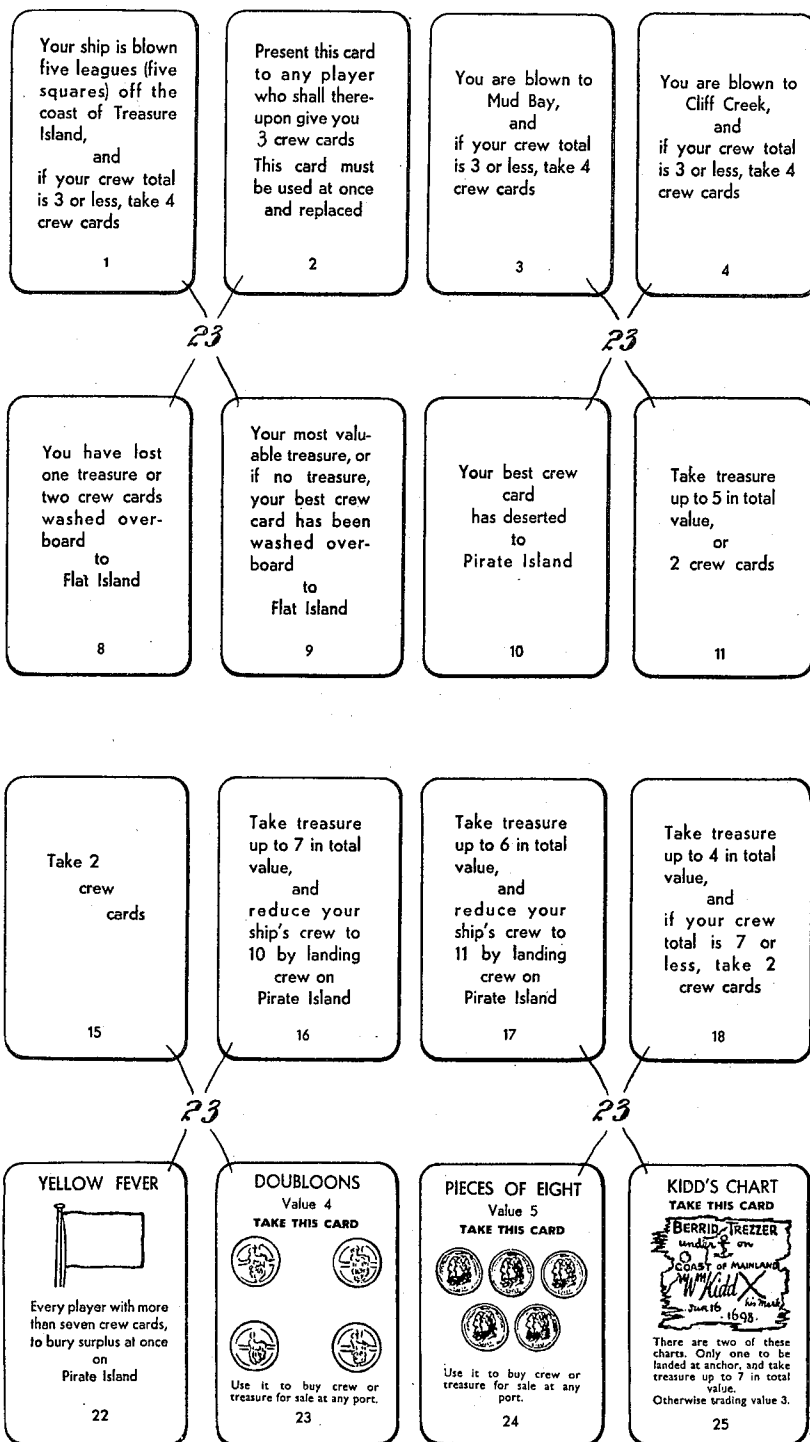


Fig. 14.

Inventor
GEORGE G. BULL

PER *Rayner & Co.*
ATTORNEYS

Aug. 13, 1940.

G. G. BULL

2,211,297

APPARATUS FOR PLAYING AN INDOOR GAME

Filed June 10, 1938

4 Sheets-Sheet 4

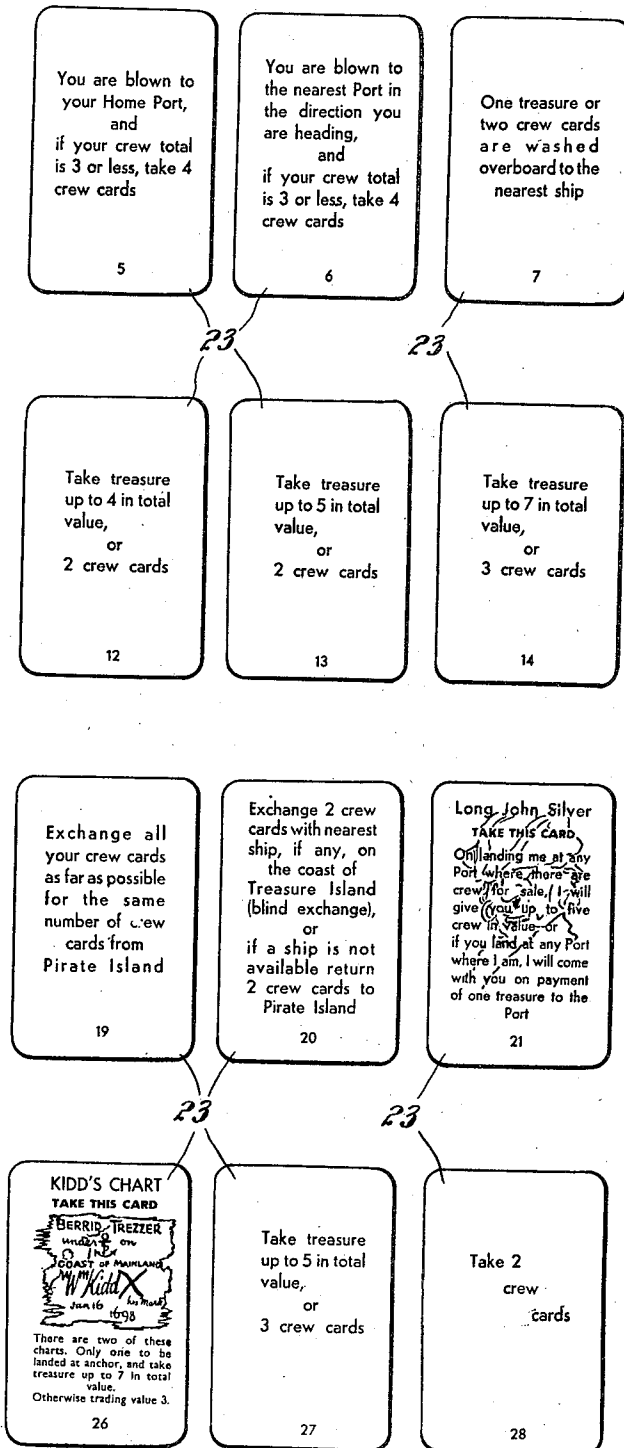


Fig. 14.^a

Inventor
GEORGE G BULL
PER *Rayner & Co*
ATTORNEYS

UNITED STATES PATENT OFFICE

2,211,297

APPARATUS FOR PLAYING AN INDOOR
GAMEGeorge Geoffrey Bull, Kings Heath, Birmingham,
EnglandApplication June 10, 1938, Serial No. 212,889
In Great Britain June 17, 1937

1 Claim. (Cl. 273—134)

This invention concerns new or improved apparatus for playing an indoor game.

More particularly the present invention is concerned with apparatus whose novel features are combined in that kind of game of which a subdivided and substantially flat playing area forms an essential part.

The object of the present invention is, by the employment of these novel features to stimulate interest among skilled players by the degree of individual initiative made available to them, and to offer facilities for quick comprehension by the uninitiated.

A further object of the invention compatible with its simplicity is the dispensing with apparatus such as dice.

The game obtainable with the apparatus according to the invention will be found to incorporate many advantages as follows:

A great variety of ever changing situations results from the simple apparatus described, which situations are developed by the decisions constantly demanded from each player as to the best course for him to pursue under the prevailing conditions.

The deciding factors at each player's turn are, due to the absence of dice, more nearly under his absolute control thus permitting him to decide and to pursue his own policy, and to change his policy and tactics as the game proceeds.

Although skill may be found to slightly predominate during play, the player who prefers to play by hazard may do so and may even win under conditions otherwise adverse.

In fact, a good climax towards the end of the game may be said to be assured as a general rule, errors of judgment affecting the result being more particularly noticeable at that stage.

According to this invention, apparatus for playing an indoor game comprises or includes in combination, a flat or substantially flat playing area such as a board marked with sub-divisions as for instance, by a plurality of squares and including a plurality of ports, depots or like starting and finishing bases, preferably marginal to said subdivisions, pieces for moving over the playing area, tokens representing that which the players contest for and collect, for example, treasure, and cards analogous to playing cards some of which are marked on their playing faces with varying numerical values for the purpose of jointly determining—

(a) The maximum number of said sub-divisions over which a piece may be moved.

(b) A contestant value as between different

combinations of said cards and other of such cards bearing instructions serving to impart hazard to the playing of the game, and a defined area or areas or means for defining an area or areas less than and within the playing area, wherein, upon a piece being moved into the said defined area or areas, the said hazardous cards become operative.

The squared playing area may be coloured or otherwise made to represent the sea and the pieces for moving over the playing area by the players may be miniature ships or represent ships.

The cards marked with varying numerical values may indicate or represent crew or pirates which are for the purpose of allotting to the players a sailing and fighting force.

These cards, by reason of markings may be divided into two different kinds of crew as hereinafter more fully referred to.

The defined area, which when entered by a ship, brings into operation the cards serving to impart hazard to the playing of the game, may be adjacent to or surround a space or an island. This defined area may consist of all those squares of the playing area only immediately adjacent to or surrounding the space or island.

The space or island may be marked or arranged to accommodate the hazard cards and also to accommodate the treasure tokens which may represent in miniature, Diamonds, Rubies, Gold, Pearls and barrels of Rum.

The space or island may be suitably decorative as by pictorial representations which may be coloured and include coastline scenery and a picture purporting to show an abandoned treasure chest.

In the case of an island this may be a structure separable from the board and may be of a size and shape in plan to permit it to register with and be positioned by an aperture in the board.

The ports may each consist of one square which may be marked "harbour," and this may project from the side of the playing area.

Preferably these ports are arranged at intervals around the playing area and so positioned with respect thereto that no two ports are connected by any one column of squares or by a straight line drawn diagonal to the area margin and passing through the corners of squares.

Furthermore, lines drawn to pass through any column of squares terminating in a port or harbour or to extend obliquely to the sides of the playing area through opposite corners of a port or harbour do not pass through said defined area.

In a margin to the playing area certain spaces may be defined and bear wording with reference to their use in conjunction with the ports to which they are adjacent.

- 5 Two islands additional to that which may be within the hazard area, may be marked upon the playing area or positioned thereon in opposite corners of the board or substantially so.

In order that this invention may be more clearly understood and readily carried into practical effect reference is made in further describing same, to the accompanying drawings, wherein:

Fig. 1 is a view of the playing area as seen in plan.

Fig. 2 is a perspective view of a piece for moving over the playing area.

Figs. 3 to 6 are views respectively illustrating miniature treasure tokens.

- 20 Figs. 7 to 9 are views showing the playing faces of the cards marked to represent crew.

Figs. 10 to 12 are views showing the reverse faces of the cards shown in Figs. 7 to 9.

Fig. 13 is a perspective view of an island structure separable from the board or playing area.

Figs. 14 and 14a consist of views of the playing faces of all the hazard cards.

Fig. 15 is a view showing a reverse face applicable to all the hazard cards shown in Fig. 14.

- 30 Referring to the drawings a flat playing area 1 is marked into square sub-divisions 2.

This playing area may comprise a board or the like composed of suitable material such as cardboard, mill-board etc. and such board may be capable of being folded in the usual way.

Port squares 2a are indicated by the word "Harbour" and are located two at each side of the square playing area 1 so as to project therefrom and into a surrounding margin as shown.

- 40 Central of the playing area 1 is a space, in the present case an aperture 3.

An area defined by the rules of the game as that in which the hazard cards are rendered operative is that consisting of the squares 2b of the playing area immediately adjacent to and bordering this space or aperture 3.

The port or harbour squares 2a are located in relation to each other and to the hazard area in the following manner:

- 50 The playing area shown in Fig. 1 is sub-divided by squares 2 a column of which totals 25 for the full width of the playing area in either direction, and therefore each side of the playing area is 25 squares long.

Counting from each corner square a port or harbour is located at the eighth square along one side, and at the ninth square along the adjacent side.

In this way a column of squares extending from one port harbour does not coincide with that column of squares extending from the port harbour immediately opposite, nor may any two port harbours be connected by one straight line drawn diagonally and through the opposite corners of the squares.

Similarly no column of squares extending from any port harbour extends into the hazard area constituted by the squares 2b, and no square on or intersected by a straight line drawn diagonally from and through the opposite corners of any port harbour square 2a and extending completely across the playing area 1 lies within or extends into the hazard area constituted by the squares 2b.

- 75 Portions of the margin adjacent to each port

harbour are marked off into separate spaces 4 and 5, the two spaces 4 and 5 at each port harbour corresponding to the respective spaces at the other port harbours.

The two spaces 4 and 5 at each port harbour serve different purposes in accordance with the rules of the game and the wording printed upon said spaces 4 and 5.

At one corner of the board or playing area 1 a further space 6 is marked as for instance with an anchor as shown, which space is for use in accordance with the rules of the game.

The remainder of the margin may contain decorative pictorial or other matter 7.

At one corner of the playing area 1 and preferably spaced from the margin by a single column of squares is a portion of said area which is marked to represent an island 8, and this may bear the caption and be referred to as "Flat Island."

As shown in the drawings "Flat Island" may extend over 12 sub-divisions 2a of the playing area 1.

At the corner opposite to that in which "Flat Island" is located, is another Island 9 of a size similar to that of Flat Island, and preferably similarly spaced from the margin of the playing area.

This second Island 9 may bear the caption and be referred to as "Pirates Island," and is marked with a space 10 for use in accordance with the rules of the game.

As shown in Fig. 2 the pieces 11 for moving over the playing area 1 may take the form of miniature representations of ships each preferably with a flat base.

These pieces 11 may be made of wood or any other suitable substance.

The surface of each ship is recessed at 12 to provide a shallow receptacle which may be used to accommodate and carry treasure tokens.

The treasure tokens are shown in Figs. 3 to 6 and the token 13 shown in Fig. 3 is one of twelve tokens, six of which represent diamonds and six of which represent rubies, the latter preferably being distinguishable from the former by a difference in colour.

The token 14 shown in Fig. 4 is one of six tokens each of which represents a bar of gold.

The token 15 shown in Fig. 5 is one of six tokens each of which represents a pearl.

The token 16 shown in Fig. 6 is one of six tokens each of which represents a barrel of rum.

Figs. 7, 8 and 9 illustrate the playing faces of crew cards the card 17 in Fig. 7 representing a crew value of one, there being twenty of such cards 17, in ten of which the figures and numbers are coloured red, the figures and numbers of the remaining ten cards being coloured black.

The card 18 shown in Fig. 8 represents a crew value of two, there being twenty-four of such cards, on twelve of which the figures and numbers are coloured red, the figures and numbers of the remaining twelve cards being coloured black.

The card 19 shown in Fig. 9 represents a crew value of three, there being eight of such cards, on four of which the figures and numbers are coloured red, the figures and numbers of the remaining four cards being coloured black.

Fig. 10 shows the card face reverse to that face of the card 17 shown in Fig. 7, and the crew value is indicated by the numeral appearing centrally of this reverse face.

Similarly Figs. 11 and 12 show the card faces

reverse to those faces of the cards 18 and 19 shown in Figs. 8 and 9 respectively.

An advantage obtained by the division of the crew cards by means of two distinct colourings of figures and numbers as set forth above, is the facility for determining two values from one selection of crew cards as follows:

(a) A value determining by adding together all crew values irrespective of colour.

(b) A value determined by subtracting a crew value of one colour from a crew value of the other colour.

These values (a) and (b) may be used concurrently and may be varied during the playing of the game.

Referring to Fig. 13 the island structure 20 consists of one part 20a in the form of a tray-like receptacle adapted to accommodate the treasure tokens 13, 14, 15, 16 for the purpose of the game, and another part 20b comprising a closed box-like device with a slit 21 to create a yielding flap 22 adapted to be depressed to receive the hazard cards.

The whole may be suitably constructed of cardboard and is of a size and shape in plan corresponding or substantially corresponding to that of the aperture 3 in the playing area 1, with which the island is adapted to register and be positioned thereby and therein.

This island 20 may be suitably decorated for example by a coloured representation of trees, flowers etc., and a picture purporting to show an abandoned treasure chest may appear on the bottom of the tray part 20a.

Fig. 14 illustrates the playing faces of all the twenty-eight hazard or chance cards 23 each of which bears instructions as shown for use in playing the game.

Fig. 15 shows the card face which in reverse is common to all those faces of the hazard or chance cards 23 which are shown in Fig. 14 and may bear the words "chance card" substantially as shown.

The rules of the game are as follows:

1. Home ports and ships

Each player chooses a different Home port and a corresponding ship of the same colour as the small discs 5a under the name of the Port.

Amsterdam and Venice are not available for Home ports.

A ship is in Port only when it is on that square marked Harbour.

2. Treasure

All treasure consists of six pieces of each of the following:

	Value
Diamonds -----	5
Rubies -----	5
Gold -----	4
Pearls -----	3
Rum -----	2

3. Dealer

The Chance cards are shuffled and players will cut for deal, the player cutting the highest numbered card is the dealer.

4. Chance cards

The Chance cards are re-shuffled and placed face down on Treasure island in the recess provided.

5. Crew cards

The Crew cards are shuffled and 2 cards are

placed face up in the spaces marked "Crew and Treasure for sale" at the Ports of Amsterdam and Venice, and when less than 6 players are playing, 2 Crew cards are placed face up at each Port not chosen for a Home port, beginning with the first of such Ports to the left of the Dealer. The cards are reshuffled, and 6 cards dealt to each player, placing the remainder of the pack face downwards on Pirate Island.

The loss of Crew cards as the result of an attack or by any Chance cards (excepting Nos. 2 and 22) is from a player's hand to the exclusion of any Crew cards which may be at his Home port.

6. Treasure and crew for sale at ports

The Crew cards at the unoccupied Ports are for sale and before play begins Treasure is taken from Treasure Island and is added to the crew for sale to make a combined total value of 8 at each of such ports. The highest value treasure is used.

7. Play

The Dealer moves first, and he and each successive player to his left has the choice of:

(a) Sailing for Treasure Island to take a chance. (See Rule 9.)

(b) Sailing into any Port to trade. (See Rule 10.)

(c) Sailing to attack an Opponent. (See Rule 12.)

Note.—At any turn to play either before sailing or subsequently when his ship is in his Home port, the player may leave Crew for sale.

8. Sailing

Each player has the option of entering or leaving a port by any one of the three directions indicated by the arrows on the board.

Each move of a ship is made along one straight line only, which is either along a column of squares or diagonally.

The number of squares moved may be any number, but must not exceed at any time the sailing value of a player's hand, which is the total value of all the Crew cards of both colours in his hand.

In moving his ship a player must, at the End of the move, place his ship to point in the direction he may wish to go at his next turn to play.

A player's ship shall be moved at each turn to play, except when in the player's Home port.

Turning a ship to point in a different direction on the square it is already on constitutes a move except in any Port.

At no time shall more than two ships be on one square, but two or more ships may be together in any Port.

A ship may be sailed through a square on which is an Opponent's ship, but shall stop on that square if the latter declares attack. (See Rule 12.)

9. Visiting treasure island

Immediately a player's ship stops on any square directly adjacent the coast of Treasure island, the player takes a Chance card (always the top-most of the pile), discloses it to all the players, obeys its instructions, and returns it to the base of the pile unless it is a card which has to be kept for further use.

A ship already visiting Treasure island may continue to take a further Chance card at each turn to play by remaining on the squares ad-

jacent the island, as for example, by turning on the same square, or by moving along the coast of Treasure island.

A Chance card shall be obeyed as completely as possible.

A player drawing Chance card No. 1 by which his ship is blown five leagues from the coast of Treasure Island, shall move his ship, irrespective of any other ship, to the fifth square from the Island in a direction at right angles to the coast and irrespective of the direction in which his ship was originally pointing.

If the player's ship is on a square at any corner of Treasure Island, the five leagues (squares) are counted diagonally from that corner of the Island.

The player may point his ship in the direction in which he may wish to go in his next turn to play, and may also do so when blown to Cliff Creek or to Mud Bay.

A player drawing Chance card No. 7 cannot obey if his ship is equidistant from two other ships.

Chance cards No. 2 and No. 22, each apply to all crew cards in a player's possession, i. e. those in his hand and any at his Home port, the cards, in the case of No. 2 (handed to the Opponent) and in the case of No. 22 (returned to Pirate Island) being selected from his hand and/or his Home port at the player's discretion.

When a ship attacks another ship on the coast of Treasure Island, the attack is settled under Rule 12, after which the player whose ship moved to the attack takes a Chance card.

A ship may at no time carry more than two pieces of treasure.

Any treasure however acquired outside a ship's Home port is placed on board the player's ship and may be landed only at any Port or Ports entered by the player's ship.

10. Trading at other Ports

A ship sailing into any port may trade by exchanging at the player's turn to play (i. e. either on sailing into, or on sailing out of the port) crew and/or treasure value for value, Chance cards such as Pieces of Eight, Doubloon, etc.

11. Home port

Any crew or treasure or value Chance card such as Pieces of Eight, Doubloon, Kidds Chart, or Long John Silver, which may have been left at a Home port, may be freely taken up by the Home port player at his turn to play, provided that his ship is in his Home port at any time during his turn to play, and when his ship is in his Home port, a player may transfer treasure or crew from his ship to his Docks or vice versa.

12. Attacking an opponent's ship

A ship is immune from attack in any Port.

To attack an opponent's ship a player shall sail his own ship onto the square on which is the opponent's ship, and shall place his own ship alongside his opponent's ship, but may point his own ship in either direction.

The player then declares "attack" upon which the two players concerned temporarily exchange their Crew cards, thus finding out their opponent's fighting value.

The Fighting value is determined by totalling the value of one colour of crew and deducting from it the total value of the other colour of crew, if any.

For example: 6 Red and 4 Black, or 4 Red and 6 Black gives a fighting value of 2 in each case; 10 Red and 10 Black gives a fighting value of nil, the sailing values being 10, 10, and 20, respectively. Either an all black or an all red crew of 20 would have a Sailing and also a Fighting value of 20.

A player may declare attack immediately an opponent's ship attempts to pass through a square on which is his own ship, whereupon the ship attempting to pass shall stop alongside, and the attack be settled. The player with the greater Fighting value wins the attack.

The winner shall demand and receive from the loser either:

(a) All treasure on board the losing ship; should the winner already have treasure aboard, the surplus treasure, e. g. that of lowest value or otherwise at the winner's discretion, is returned to Treasure Island.

(b) Not more than two Crew cards—colour and value at loser's discretion.

Immediately the attack has been settled, the loser shall make one free move in any direction, irrespective of his next turn to play and shall not attack anyone in such free move, which is a "turn to play."

The loser's free move may be used, for example, either to visit Treasure Island, in which case a Chance card is taken under Rule 9, or to sail towards or into a Port or to a position enabling an attack to be made as at a subsequent turn to play.

The winner, when moving at his next turn to play, shall move only in the direction his ship is pointing, as occasioned by his having been alongside his opponent.

In the event of a drawn Fight between two players of the same Fighting value, the ship attacked has a free move exactly as that provided for a loser.

13. Derelicts

A derelict is a ship without a Crew, and may drift one square per turn to play, in any direction.

14. Pirates Island

Whenever Crew cards are taken from Pirates Island these are taken from the top of the pile, and whenever Crew cards are returned to Pirates Island, they are placed face down and beneath the pile.

15. Flat Island

Any crew or treasure on Flat Island is free to any ship already on, or on arrival on, any square adjacent Flat Island, and any ship on a square adjacent Flat Island, may land or take off any Crew there, in the player's turn to play.

16. Checking an opponent's sailing move

Following a player's move, and before play by the next player, any opponent may check the first player's sailing strength. This shall be ascertained by inspection of the backs of his cards by any opponent other than the challenger, and if his move is thus proved to exceed his sailing value, the challenged player shall lose all his Crew to Pirates Island.

17. Treasure on board

No more than two treasures may be carried on a ship at the same time.

18. Safety zone

Treasure deposited in the "Safety zone" cannot

be traded, but Treasure can only be put into the Safety zone in quantities of three treasures of a kind. If, however, there are three treasures of a kind already in the "Safety zone," another
5 treasure of the same kind can be added to the other three.

19. *Winner*

The game is won by the first player who with
10 his ship in his Home port has collected Treasure at his "Docks and safety zone" to a total value of 20 points.

I claim:

A game board subdivided into a plurality of
15 squares, harbour sections at the margins of the

board, and a centrally located space rendered so as to be distinctive from said squares and bounded on each side by a plurality of the said squares, the harbour sections and said central space being so related that no straight transverse or
5 straight diagonal line of squares connects any pair of the harbour sections and does not coincide with the squares directly bounding said space, island representing spaces in diagonally opposite corners of the board, safety zones in
10 said marginal spaces spaced laterally from said harbour sections, and treasure and other benefit indicating zones in said marginal spaces.

GEORGE GEOFFREY BULL. 15