Sept. 24, 1963 J. M. C. ROGER 3,104,878

PARLOR GAME

Filed March 28, 1960

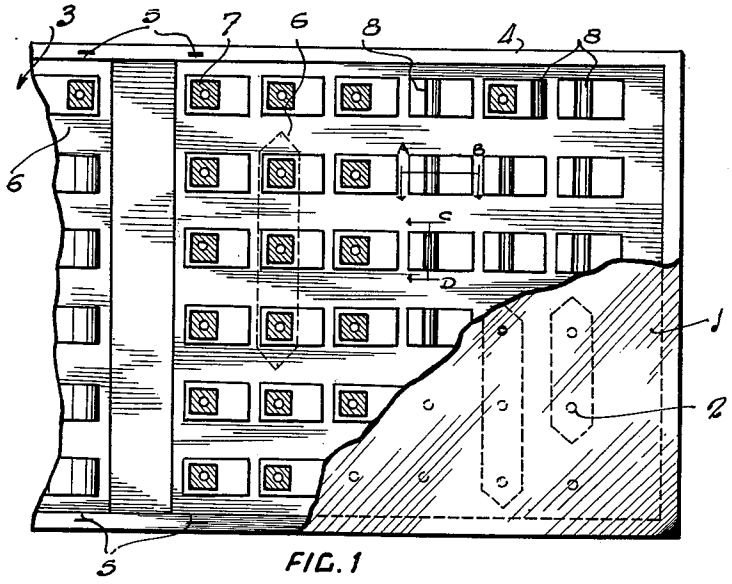


FIG. 1

FIG. 10

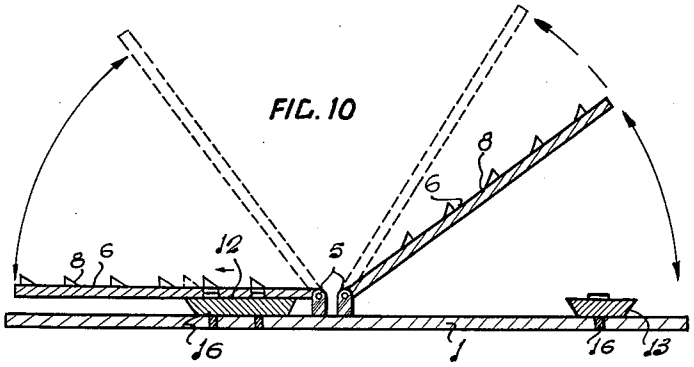


FIG. 2

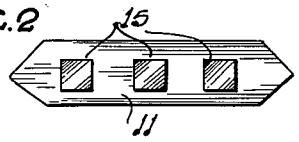


FIG. 3

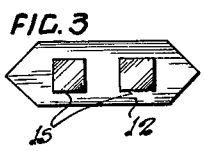


FIG. 4

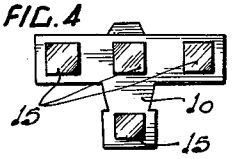


FIG. 5

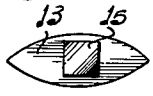


FIG. 6

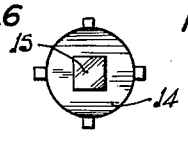


FIG. 7

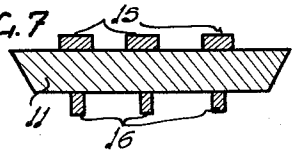
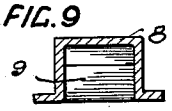


FIG. 8



FIG. 9



INVENTOR.
Jose Marin Casellas Roger
BY
Michael S. Striker
Attorney

United States Patent Office 3,104,878 Patented Sept. 24, 1963

3,104,878

PARLOR GAME

Jose Maria Casellas Roger, 1626 Santa Fe St., Buenos Aires, Argentina

Filed Mar. 28, 1960, Ser. No. 18,068
Claims priority, application Spain Sept. 9, 1959
13 Claims. (Cl. 273—130)

The present invention relates to parlour games and its object is to provide a new game based on the game known as "Naval Combat." It can be foreseen, without doubt, that this game will be widely accepted and have immediate application in practice, owing to its simplicity and economical embodiment.

The "Naval Battle" or "Naval Combat" is an old game that has been played for many generations up to the present in different countries of the world.

Up to the present this game has been played on squared sheets of paper, on which the players draw the ships of their fleet, and the game develops by means of a series of conventional marks which are marked on the squares.

Each game requires a long previous preparation and there is a considerable margin of error because the notes made by the players during the development of the game may be willingly or unwillingly inaccurate.

The squared sheets (a total of 4) usually comprise one hundred squares each, two of which constitute the battle areas.

The fleet of each player comprises eleven (11) units, of different values, as follows:

1 airplane, which is destroyed with 4 hits.
2 battle ships, which are sunk with 3 hits each.
3 cruisers, which are sunk with 2 hits each.
4 submarines, which are sunk with 1 hit each.
1 mine, which the players should avoid hitting, on the contrary of the other units, because hitting it causes penalties.

The above mentioned objections and many others, are completely obviated with the apparatus invented because it permits an easy and perfect development of the game without modifying or altering at all its rules, number and values of the units of the fleets, size of the battle areas, the traditional features of the game remaining the same.

The board for the game which is in the class of an "apparatus," comprises a base board having a plurality of holes. Spigots attached to the different units of the fleet can be inserted in these holes to position the said units on the base board according to parallel or perpendicular arrangements.

The base board is divided in two zones (one for each player), where the different units of each fleet are positioned.

Corresponding boards, provided with regularly spaced rectangular openings are arranged above each of these zones.

These boards are articulately mounted on pivots, in such a way that turning them up around their pivots, the units can be positioned at will. Turning the boards down, the openings coincide with the conventional marks of the different "pawn" units. Slidable lids mounted on the articulated boards can cover the rectangular openings of the boards, hiding the position of the units of the game, which are whimsically distributed on the base board. Each player in his turn will slide a lid selected at random, this way disclosing or not any of the units and adding up pre-established points in favour.

In order to make clearer and more understandable the object of the present invention, one of the preferred embodiments of the game is shown in ten figures, as a non-limitative example, of which:

FIGURE 1 is a plan view of the board for the game,

where a partial section has been cut off to show the position of the different units illustrated in dotted lines.

FIGURES 2 to 6 inclusive show different units of the fleet.

FIGURE 7 is a section view of the unit shown in FIGURE 2.

FIGURE 8 is a magnified section view taken along line AB of FIGURE 1.

FIGURE 9 is a magnified section view taken along line CD of FIGURE 1, and FIGURE 10 is a longitudinal section view of the arrangement of the boards.

Similar reference characters in the different figures indicate similar or corresponding parts throughout.

As shown in the figures, the apparatus for the game comprises a base or game board **1** having a plurality of holes **2**, regularly distributed over its whole area, and divided in two zones **3** and **4**. Two cover boards **6** are mounted on corresponding pivots **5**, the said boards being substantially spaced from base board **1**. Both boards **6** have the same number of openings or windows **7** as holes **2** are in the base board and are coincident with these. Slidably mounted on these openings are related lids or shields **8**, which can cover the openings, and have inclined parts **9** which permit seeing through the openings. Inclined parts **9** are arranged in opposite directions over zones **3** and **4**.

The fleet comprises the following units (chips 2 to 7): airplanes **10**, battle ships **11**, cruisers **12**, submarines **13** and mines **14**. A value is given to each type of unit. Marks representing the values of the units are provided on the top surface of the chips. For instance, the airplane has four marks **15**, coinciding with the same number of openings on board **6**, but lids **8** will not allow the rival to see these marks. The battle ship has 3 marks; the cruiser, 2; the submarine 1 and the mine 1. Each ship has spigots **16** for inserting in the holes **2** of base board **1**.

The number of marks on the different units represent the number of hits required to sink or destroy them.

The game is played, as usual, between two players who face each other at both ends of the board. As first step, each player should turn up his corresponding board **6** and insert the ships' spigots in the holes of the base plate, distributing the ships as he considers most convenient, being cautious to not be observed by the other player during this operation.

The player then turns down his board **6**, and the game is now ready to start. It should be noted that when the boards **6** are turned up, the lids slide by gravity and cover the related openings hiding the fleet from the opponent, but still each player can see his own fleet through the inclined parts **9** of the lids.

The game consists in hitting the rival's ships and/or plane, but not the bomb or mine, which should be avoided. During the game the players slide the opponents' lids in turn alternatively until one of them sinks or destroys all the rival's units, and the game is over at that moment.

The development of the game is interesting, and can be exciting at many moments.

The following examples describe how units of the fleet can be sunk: When hitting a cruiser (marked with two marks) the player can sink it sliding only two lids if he is lucky, but up to five operations may be required if the player is unlucky. The first hit would merely identify the unit by its exposed markings as a cruiser requiring two hits to be sunk, however, there are four possible locations of the second part of the cruiser under one of the four shields surrounding the first part hit. Hence, the player, after making one hit on a cruiser may sink that cruiser with only a second shot or may require as many as four more shots.

Three well aimed hits are necessary to sink a cruiser

(marked with three marks), but up to six operations may be required.

In conclusion, the game consists in discovering the positions given by the rival to his units, except the mine, because this one is counted against.

No doubt that when the present invention is taken into practice the apparatus for the game described can be modified in some details of construction and/or its pattern, without implying departure from the fundamental principles clearly summed up in the following claims.

I claim:

1. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of area portions; at least one game piece positioned on at least one of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, at least one of said windows adapted to expose part of said game piece; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

2. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second obseravtion point relative to said game board, respectively, said playing area having a plurality of area portions; a plurality of game pieces positioned on a plurality of said area portions, said game pieces being of varying area and adapted to cover a correspondingly varying number of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, a plurality of said windows adapted to expose parts of said game pieces; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

3. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of area portions; a plurality of game pieces positioned on a plurality of said area portions, said game pieces being of varying area and adapted to cover a correspondingly varying number of said area portions, the scoring value for exposing said game pieces being commensurate with their area and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, a plurality of said windows adapted to expose parts of said game pieces, the parts thereof exposable by said windows being marked to identify the value of said exposed game piece; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

4. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of equal rectangular area portions, a plurality of game pieces positioned on a plurality of said area portions, said game pieces being of varying area and adapted to cover completely a correspondingly varying number of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, a plurality of said windows adapted to expose parts of said game pieces; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

5. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of equal rectangular area portions; a plurality of game pieces positioned on a plurality of said area portions, said game pieces being of varying area and adapted to cover completely a correspondingly varying number of said area portions, the scoring value for exposing said game pieces being commensurate with the number of area portions completely covered by said game pieces and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, a plurality of said windows adapted to expose parts of said game pieces, the parts thereof exposable by said windows being marked to identify the value of said exposed game piece; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

6. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of area portions; at least one game piece positioned on at least one of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cooperating means associated with said game board and said game piece for aligning and removably securing said game piece on said area portion; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, at least one of said windows adapted to expose part of said game piece; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

7. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of area portions; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, said one exposed area portion being visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; pivot means on said playing board and associated with said cover boards, said cover boards being pivotable about said pivot means from a position generally perpendicular to said playing board to a position generally parallel to said playing board; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said one exposed area portion invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said one exposed area portion visible from both said directions.

8. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of area portions; at least one game piece positioned on at least one of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, at least one of said windows adapted to expose part of said game piece; pivot means on said playing board and associated with said cover boards, said cover boards being pivotable about said pivot means from a position generally perpendicular to said playing board to a position generally parallel to and spaced from said playing board; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective shield intersects said first predetermined line of vision only, making said game piece invisible from one of said directions and visible only from the other of said directions and an exposing position in which said shield intersects neither of said first and second lines of vision, making said game piece visible from both said directions.

9. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus, said playing area having a plurality of area portions; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board; and a plurality of shields each comprising an inclined roof and a pair of triangular side walls for supporting said roof, said roof and side walls defining an open front side, each mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective window is shielded and therefore invisible from one of said directions and visible only from the other of said directions and an exposing position in which said window is visible from both said directions.

10. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus, said playing area having a plurality of area portions; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board; and a plurality of shields each comprising an inclined roof and a pair of right triangular side walls for supporting said roof, said roof and side walls defining an open front side, each of said shields mounted on said cover boards adjacent one of said windows therein and movable between an exposing position in which the respective window is shielded by said roof and triangular sides and therefore invisible from one of said directions and visible only from the other of said directions through said open front side and an exposing position in which said window is visible from both said directions.

11. A game apparatus, including a game board having a playing area adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, said playing area having a plurality of area portions; cover boards for said playing area having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover boards are placed above said game board, said exposed area portions being visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; pivot means on said playing board and associated with said cover boards, said cover boards being pivotable about said pivot means from a position generally perpendicular to said playing board to a position generally parallel to said playing board; and a plurality of shields each mounted on said cover boards adjacent one of said windows therein adapted in the generally vertical position of said cover board to slide into an exposing position in which said shield intersects said first predetermined line of vision only, making said one exposed area portion invisible from one of said directions and visible only from the other of said directions, said shield maintaining said exposing position when said cover board is rotated from said generally vertical position to said generally horizontal position, and in said generally horizontal position of said cover boards slidable between said aforementioned exposing position and an exposing position in which said shield intersects neither of said first and second lines of

vision, making said one exposed area portion visible from both said directions.

12. A game apparatus, comprising, in combination, a game board having two opposed playing zones adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, each of said playing zones having a plurality of equal area portions; a plurality of game pieces in said playing zones positioned on a number of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cooperating inserting and receiving means associated with said game board and pieces for aligning and removably securing said game pieces to said game board on said number of area portions; hinge means attached to said game board substantially intermediate to said playing fields; a cover board for each playing zone attached to said hinge means and rotatable thereabout from a generally vertical position to a generally horizontal position in parallel spaced relation to said game board, said cover board having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover board is in said generally horizontal position above said game board; and a plurality of shields slidably mounted on each of said cover boards, each shield adjacent one of said windows therein, so that in said generally horizontal position said shield intersects said first predetermined line of vision only, making said respective one exposed area portion invisible from said one of said directions and visible only from said other of said directions; said shield being manually movable to an exposing position in which said shield intersects neither of said first and second lines of vision, making said one exposed area portion visible from both said directions while said cover board is in said generally horizontal position.

13. A game apparatus, comprising, in combination, a game board having two opposed playing zones adapted to be located between two opposing players located in opposite directions from said game apparatus at a first and a second observation point relative to said game board, respectively, each of said playing zones having a plurality of equal area portions; a plurality of game pieces in said

playing zones positioned on a number of said area portions and visible along a first predetermined line of vision from said first observation point and a second predetermined line of vision from said second observation point, respectively; cooperating inserting and receiving means associated with said game board and pieces for aligning and removably securing said game pieces to said game board on said number of area portions; hinge means attached to said game board substantially intermediate to said playing fields; a cover board for each playing zone attached to said hinge means and rotatable thereabout from a generally vertical position to a generally horizontal position in parallel spaced relation to said game board, said cover board having a plurality of windows each corresponding to and adapted to expose one of said area portions when said cover board is in said generally horizontal position above said game board; and a plurality of shields slidably mounted on each of said cover boards, each shield adjacent one of said windows therein, and adapted in the generally vertical position of said cover board to slide into an exposing position in which said shield intersects said first predetermined line of vision only, making said respective one exposed area portion invisible from one of said directions and visible only from the other of said directions, said shield maintaining said exposing position when said cover board is rotated from said generally vertical position to said generally horizontal position, so that in said latter position said shield continues to intersect said first predetermined line of vision only and said one exposed area portion remains therefore invisible from said one of said directions and visible only from said other of said directions; said shield being manually movable to an exposing position in which said shield intersects neither of said first and second lines of vision, making said one exposed area portion visible from both said directions while said cover board is in said generally horizontal position.

References Cited in the file of this patent

UNITED STATES PATENTS

2,053,598	Blau	Sept. 8, 1936
2,778,642	Moore et al.	Jan. 22, 1957
2,898,108	Meyer	Aug. 4, 1959