United States Patent [19]

Principe

[11] **3,792,186**

[45] **Feb. 12, 1974**

[54] **GAME APPARATUS**

[76] Inventor: **Angelo Principe,** 19 Dublin Ln., Hazlet, N.J. 07730

[22] Filed: **Nov. 6, 1972**

[21] Appl. No.: **304,339**

[52] **U.S. Cl.** ..... **35/8 B,** 35/9 E, 273/136 R

[51] **Int. Cl.** **G09b 19/22**

[58] **Field of Search** ..... 35/8 R, 8 B, 9 E, 9 F; 273/131 AD, 134 AE, 136 R, 136 D, 136 GA, 136 GB

[56] **References Cited**

UNITED STATES PATENTS

2,984,914	5/1961	Feigen et al.	35/8 R
3,233,340	2/1966	Brown	35/8 B UX
2,298,456	10/1942	Benko	35/8 R
2,665,913	1/1954	Hlavac	273/137 AE
2,124,941	7/1938	Ellis	35/8 B
2,652,255	9/1953	Rutz	273/136 GB

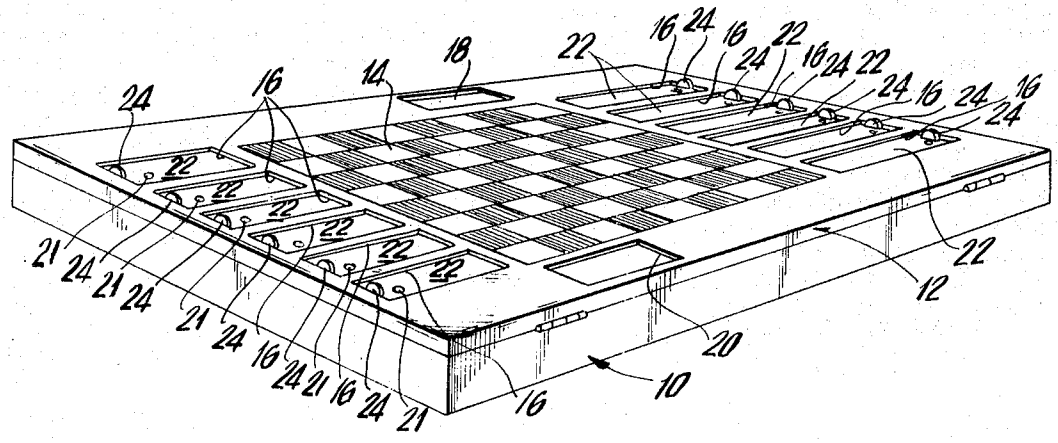
Primary Examiner—Wm. H. Grieb

Attorney, Agent, or Firm—Arthur M. Lieberman; Sandor, Hopgood & Calimafde

[57] **ABSTRACT**

A game apparatus is described herein for self-teaching board games such as chess, checkers and the like. Game pieces and a game board having windows formed therein are provided and a mounting panel is operatively associated with the board for locking an instruction card in spaced relationship beneath the game board. The card is properly positioned, when locked, so as to present instructions through the windows of the game board. Shutter panels are operatively mounted on the board for incrementally exposing portions of the card through the windows. Detents may be provided for locking each shutter into position at each increment between the entirely opened and the entirely closed positions of the shutter.

5 Claims, 9 Drawing Figures



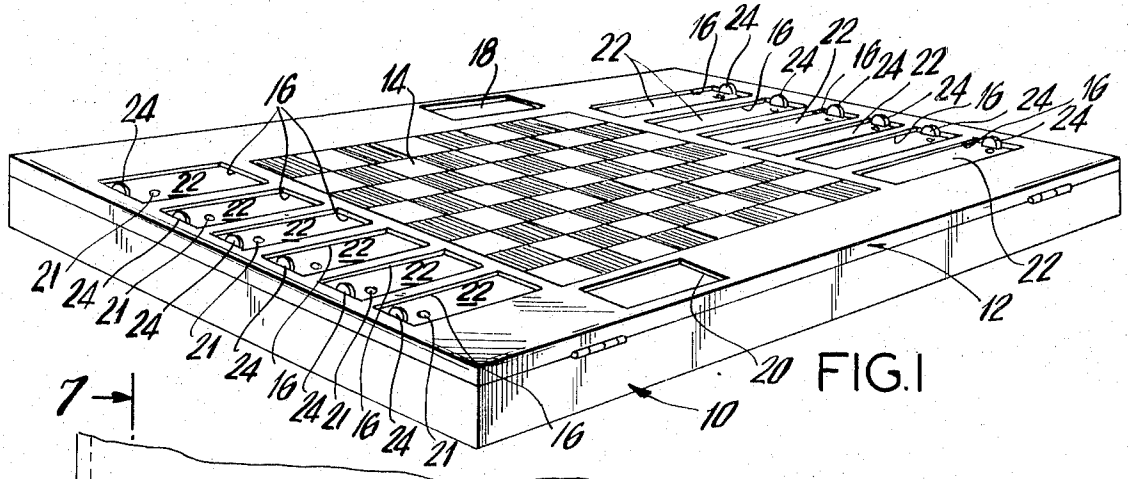


FIG. 1

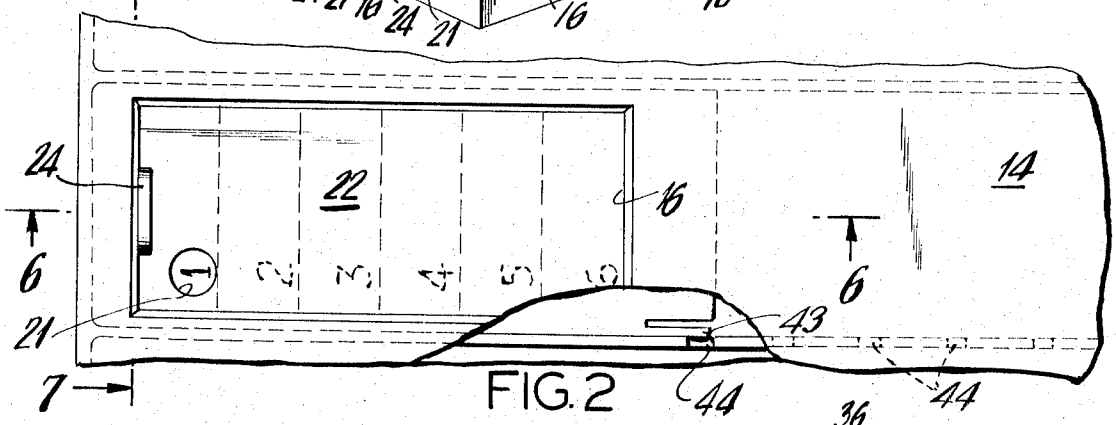


FIG. 2

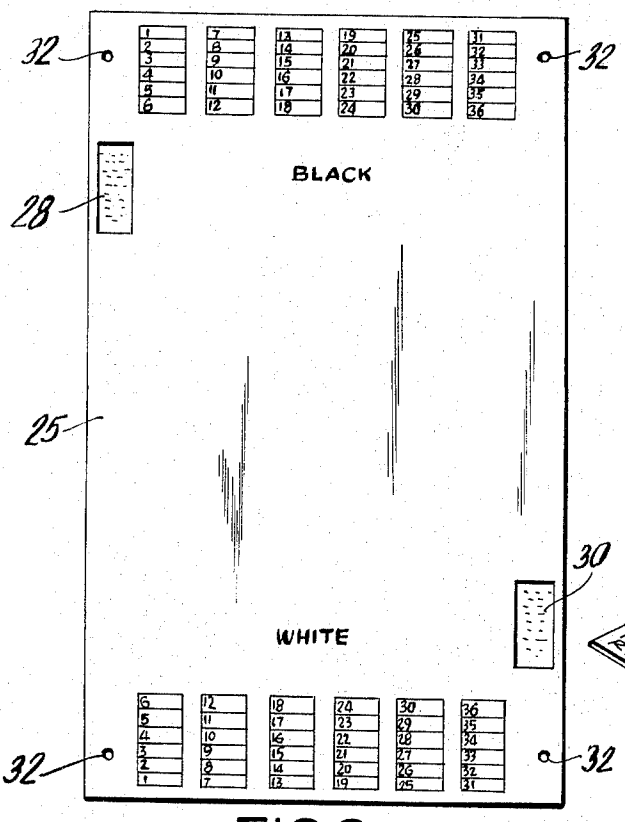


FIG. 3

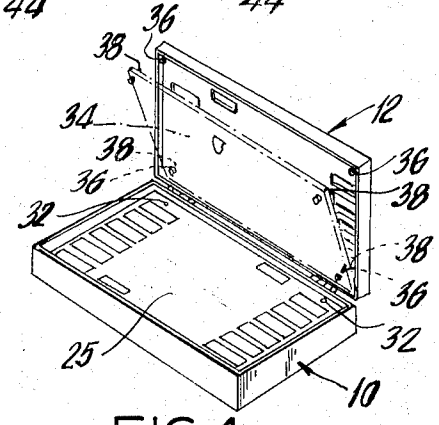


FIG. 4

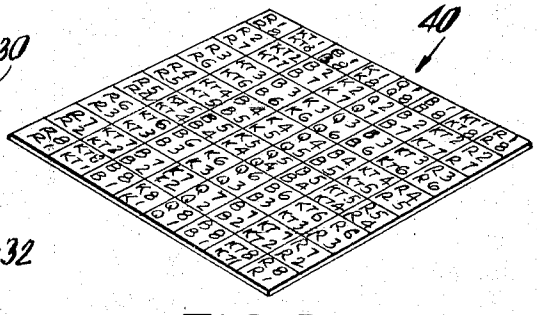


FIG. 5

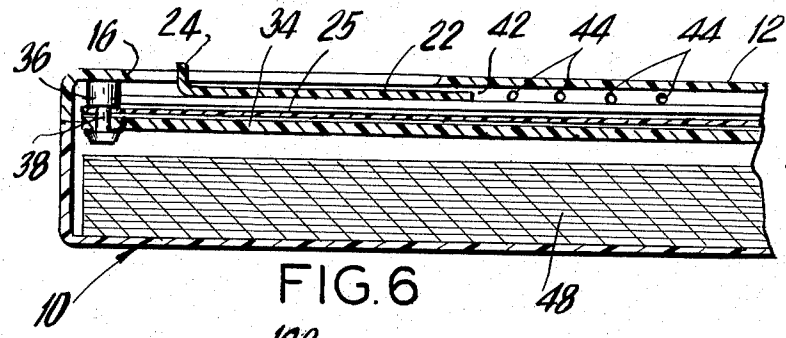


FIG. 6

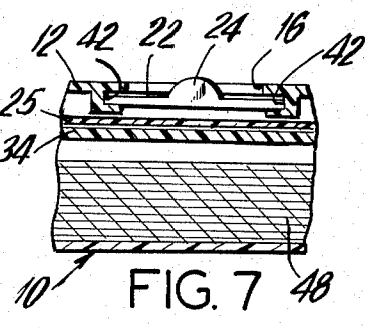


FIG. 7

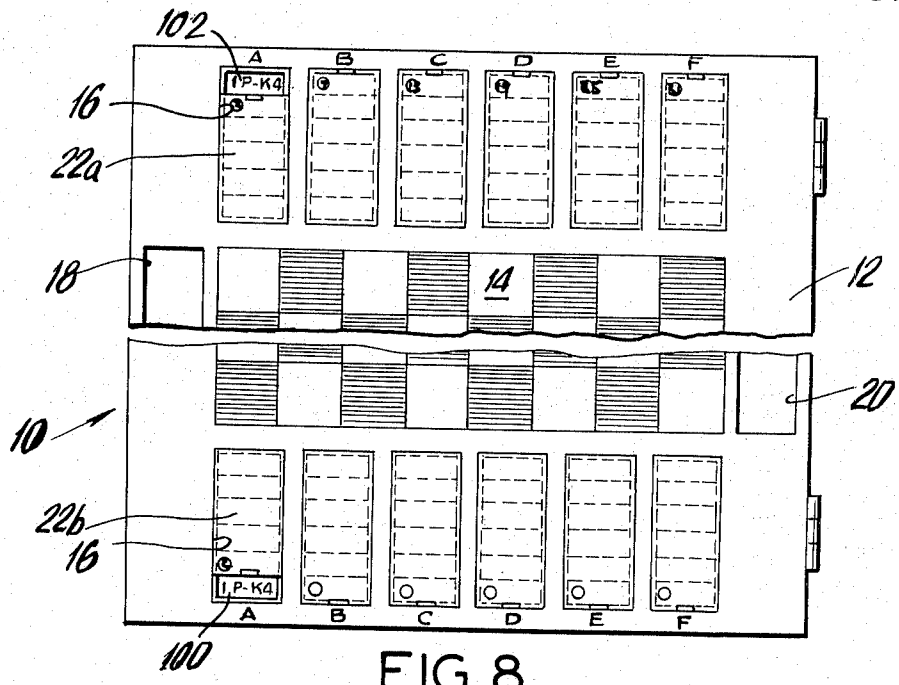


FIG. 8

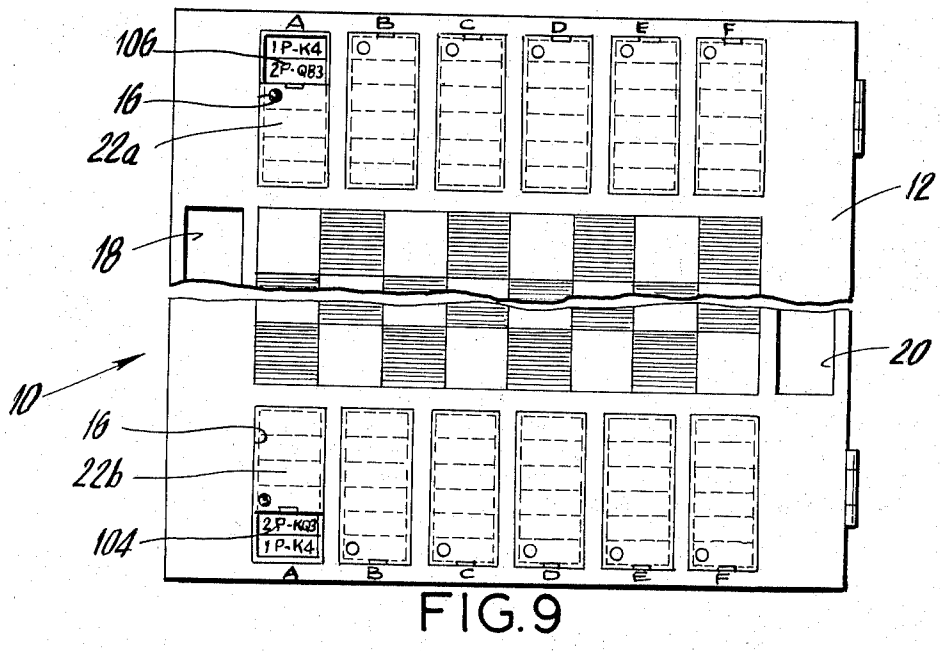


FIG. 9

GAME APPARATUS

BACKGROUND OF THE INVENTION

The invention pertains to board games such as chess, checkers, and the like, and more specifically pertains to self-teaching apparatus for games which are conventionally played by two players who match their skills against each other.

Heretofore, one wishing to learn or to become skilled in the art of playing chess or checkers would have to play in accordance with instruction books or find a player of equal or better skill.

Generally speaking, chess players or checker players of superior skill are not inclined to play with those of lesser skill and, accordingly it often becomes difficult for a beginner player to get the experience necessary to become more proficient in such sophisticated and generally difficult games as chess.

Therefore, it would be advantageous if an improved self-teaching apparatus were provided for assisting chess players and checker players in improving their skills without having to obtain the assistance of other players. Furthermore, it would be advantageous if practice and improvement in the skill of playing chess or checkers could be obtained without having to resort to instructional books and other impersonal types of self-teaching devices.

OBJECTS AND SUMMARY OF THE INVENTION

It is therefore an object of the present invention to provide a game apparatus for self-teaching board games such as chess, checkers and the like which is simple in construction, easy to use and has broad adaptability and application to all aspects of the game being played.

It is another object of the present invention to provide a self-teaching game apparatus for improving the skill of a player by testing the player's ability against a pre-programmed game of an expert opponent, having a level of skill of the player's own choosing.

It is still another object of the present invention to provide a game apparatus for self-teaching difficult board games such as chess wherein a student learns by actually playing the game against moves by an expert and, when the student makes an improper move, means is provided for immediately correcting the player so that he may learn by his error.

At least some of the above cited objects are achieved by the provision of a game apparatus for self-teaching board games including a game board and game pieces. The game board is formed with windows for exposing instructions presented on a card which is mounted in spaced relationship beneath the board. Shutter means is operatively mounted in the board for incrementally exposing portions of the card in accordance with moves to be made by a player.

In one feature of the invention, the board comprises a cover for a box and a panel member is hingedly mounted between the board and the box for slidingly receiving instruction cards over posts extending generally upward therefrom. The posts are then removably locked within recesses formed on an underside of the box cover so that the cards are properly aligned with respect to windows formed in the board for viewing instructions presented on a card.

BRIEF DESCRIPTION OF THE DRAWINGS

While the invention is particularly pointed out and distinctly claimed on a concluding portion of the specification, a preferred embodiment is set forth in the following detailed description which may be best understood when read in connection with the accompanying drawings in which:

FIG. 1 is a perspective view of a preferred embodiment of the present invention;

FIG. 2 is a top plan view of a portion of the preferred embodiment shown in FIG. 1;

FIG. 3 is top plan view of an instruction card to be used in association with the structure shown in FIG. 1 for playing the game described herein;

FIG. 4 is a perspective view of the apparatus shown in FIG. 1 showing an intermediate hingedly mounted panel for receiving and lockingly positioning instruction cards for viewing through the board;

FIG. 5 is a perspective view of a removable transparent stick-on plastic sheet displaying indicia identifying each of the 64 squares of a chess board;

FIG. 6 is a vertical sectional view of the apparatus shown in FIG. 1 taken along line 6—6 of FIG. 2;

FIG. 7 is a vertical sectional view of the apparatus shown in FIG. 1, taken along line 7—7 of FIG. 2;

FIG. 8 is top plan view of the apparatus shown in FIG. 1 wherein the shutter means is incrementally moved to expose a first white move and a first black move displayed on a properly mounted pre-programmed instruction card; and

FIG. 9 is a top plan view of the apparatus shown in FIG. 1 showing first and second white and black moves presented on the instruction card and exposed by the incremental movement of the shutter elements provided in the game board.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now to the drawings in which like numerals are used to indicate parts throughout the various views thereof, FIG. 1 shows the game apparatus of the present invention in perspective view.

The overall apparatus generally comprises a box-like retainer **10** and a board member **12** hingedly attached thereto as a cover member.

A game board **14** may be presented generally centrally of the board member **12** and a plurality of windows **16** may be formed on either side of the board **14** for the viewing of an instruction card which will be described hereinafter. Additionally, windows **18** and **20** may be formed on the sides of the board portion **14** for viewing by the respective players, or player.

Shutter members **22** may be slidably mounted within the windows **16** for incremental movement from an entirely closed position (as shown in FIG. **1**) to an entirely opened position. Finger grips **24** may be provided on each shutter panel **22** to facilitate the manipulation thereof.

Referring now to FIG. **3**, an instruction card is shown in top plan view to include a plurality of columns of white moves (1–36) on one side and a plurality of black moves (1–36) on the other side.

General information instructions **28** may be presented on the card **25** at the point indicated so as to register with the window **18** (see FIG. **1**). Similarly, instructions **30** may be formed on the other side of the

card to register with the window **20** for viewing by a player.

Apertures **32** may be formed adjacent the four corners of the instruction card **25** for slidingly receiving posts (see FIG. **4**) extending generally upwardly from a panel member **34** which may be hingedly mounted beneath the game board cover **12.** The underportion of the board member **12** may be formed with recesses **36** for removably and lockingly receiving the posts **38** extending upwardly from the panel **34.**

Through such an arrangement, each card **25** may be positioned on an upper surface of the hinged panel **34** by slidingly inserting the post members **38** through the apertures **32** of the instruction card **25.** Thereafter, the posts may be lockingly inserted into the receiving recesses **36,** on the underside of the cover **12.**

Such an arrangement properly positions the information presented on the card **25** with respect to the various windows defined in the game board **12** of the overall box structure **10.** Additionally, since the panel and the supported instruction card are mounted in spaced relationship (the upwardly exposed axial length of each post) with the game board, each slidingly movable shutter **22** is free for manual movement with respect to the instructional card. Accordingly, any binding between the two is obviated.

FIG. **5** shows a transparent sheet or mask **40** which is provided with indicia identifying each of the **64** squares of the game board in accordance with chess terminology. Accordingly, by removably attaching the transparent sheet **40,** even a novice can find the specific square indicated by the instructions presented on the instruction sheet being displayed through a window in the game board **12.** Of course, after the novice becomes so proficient as to be able to identify the squares on his own, the transparent sheet, which may be attached to the board by adhesive or the like, may be removed for ordinary play.

Referring now to FIG. **6,** the slidable shutter member **22** is shown in vertical cross-sectional view. The shutter member may be slidingly mounted within horizontally extending grooves **42** extending along the periphery of the window **16.** A detent device may be incorporated so that the vertical portion defining each groove **42** is formed with holes or dimples **44.** The vertical side of each shutter member **22** is formed with a horizontally extending protuberance **43** for resilently engaging within each dimple **44** for properly positioning the shutter member **22** at intermediate incremental positions between an entirely opened and an entirely closed condition. FIG. **2** illustrates this feature.

Since the member **12** is hingedly mounted on a box-like base **10,** the overall box configuration may be used to store the game pieces and a plurality of instruction cards **48.** Accordingly, the overall arrangement becomes a very convenient game apparatus for taking on trips or for use in situations where compactness and the storage of game parts is important.

Referring now to FIG. **8,** the operation of the apparatus set forth in FIGS. **1–7** is shown. It will be observed, that the shutter member **22***b* has been incrementally moved to an intermediate position between an entirely opened and an entirely closed position which incremental position may be determined by the detent system described with respect to FIGS. **6** and **7.** This first movement of shutter **22** *b* to the first detent, provided for incremental definition, illustrates the first white move.

Operationally, the white player makes a move on the chess board **14** in accordance with general instructions illustrated in window **20.** Such instructions may indicate a general type play for a traditional open so that even the first move must be a specific move. After the player makes this move and uncovers the first instruction for the white player, illustrated as number **100,** that player can check himself to make sure that he has made the right opening. If the move was incorrect, he may change his move so as to learn by doing.

Then that player may uncover the first black move **102** by incrementally moving the shutter **22**a to the first detent. The white player then moves a black piece to the position indicated in the instructions. No thought is required, for this move.

Referring briefly to FIG. **9,** it can be seen that the white player then makes his second move and refers back to the second move instruction **104** by moving the shutter member **22** b an additional increment to the next detent. After making his move and checking it, the white player then moves the shutter member **22***a* to the next detent to expose the next black move which has been pre-programmed by an expert so as to challenge the skill of the white player. Of course, the instructions indicated through the windows **18** and **20** are always viewable by the player to assist that player and indicate which disciple of chess moves is to be followed.

Since a plurality of instruction cards may be provided within the overall box structure of the preferred embodiment of the present invention, the cards may be segregated into groups of varying difficulty. In this way, the player may choose the degree of sophistication he desires to challenge and, as he improves with practice, he may move from one level of difficulty and sophistication to a higher level and, accordingly, improve his skill.

It can thus be seen that a game apparatus has been herein provided for self-teaching such difficult board games as chess and the like. The incremental movement of each of the shutter members is especially significant in that, in games such as chess, where so many moves must be made, it has been discovered that it is distracting and impractical to have a separate window and shutter **22** for each move. Additionally, such a proliferation of moving parts on a game board creates a cluttered appearance so as to confuse play.

The present inventor has further discovered that through the use of a very few moving parts, having incremental movement, the efficiency of the self-teaching apparatus is greatly improved. However, unless some form of detent or positioning device were provided so that a player would not lose his position on the instruction card; difficulty may be encountered in playing such a game. Likewise if the instruction card where not spaced beneath the game board as provided herein, the player may encounter difficulty in slidingly moving each shutter member so as to expose instructions presented on the card. Therefore, the various features of the present invention co-operate in a synergistic manner to produce a result, heretofore unknown.

On additional feature which may be incorporated to further facilitate play is the provision of a viewing window **21** (see FIG. **2**) in each shutter **22.** The window **21** permits a player to see the number, e.g. No. **1,** of the next pre-programmed move under each shutter.

SCOPE OF THE INVENTION

While what has been described is a preferred embodiment of the present invention, it is of course to be understood that various modifications and changes may be made therein without departing from the invention. For example, although the preferred embodiment has been described in terms of use by a single player, certainly, two players can play a game, simultaneously, to improve their respective skills. Accordingly, it is intended to cover in the following claims all such modifications, uses and changes as may fall within the true spirit and scope of the present invention.

What I claim is:

1. Game apparatus for self teaching board games such as chess, checkers and the like, comprising:

a game board;

game pieces;

an instruction card formed with aperture means;

mounting means for positioning said card in spaced relationship beneath said board;

post means extending generally between said board and said mounting means for insertion into said aperture means;

window means formed in said board for exposing instructions presented on said card when said card is properly positioned on said mounting means and said post means project through said aperture means;

shutter means operationally mounted with respect to said board means for incrementally exposing portions of said card;

said game board being hingedly attached to a box-like container whereby said game board forms a cover for said box-like container;

and said mounting means being hingedly mounted for swinging movement from a first position, for positioning said card over said post means, and a second position wherein said posts are removably locked in an operative position between said mounting means and said board;

whereby said card is properly aligned with respect to said window means and held in spaced relationship with said game board.

2. The game board apparatus according to claim **1**, wherein said mounting means comprises a hinged panel having said post means extending generally upwardly therefrom.

3. An apparatus according to claim **1**, wherein:

said game board and said shutter means are formed with detent means for locating said shutter means in a plurality of predetermined intermediate positions between an entirely opened position and an entirely closed position as said shutter means is moved incrementally therebetween.

4. A game apparatus according to claim **1**, wherein:

transparent mask means is removably attached to the upper surface of said game board and presents indicia for identifying normally unmarked portions of the said board.

5. Game board apparatus according to claim **1**, wherein:

the instructions presented on said instruction card are numbered in accordance with the normal sequence of play and a second window means is formed in said shutter means for viewing the number of the next instruction to be exposed in response to the incremental movement of said shutter means.

* * * * *