

Dec. 6, 1938.

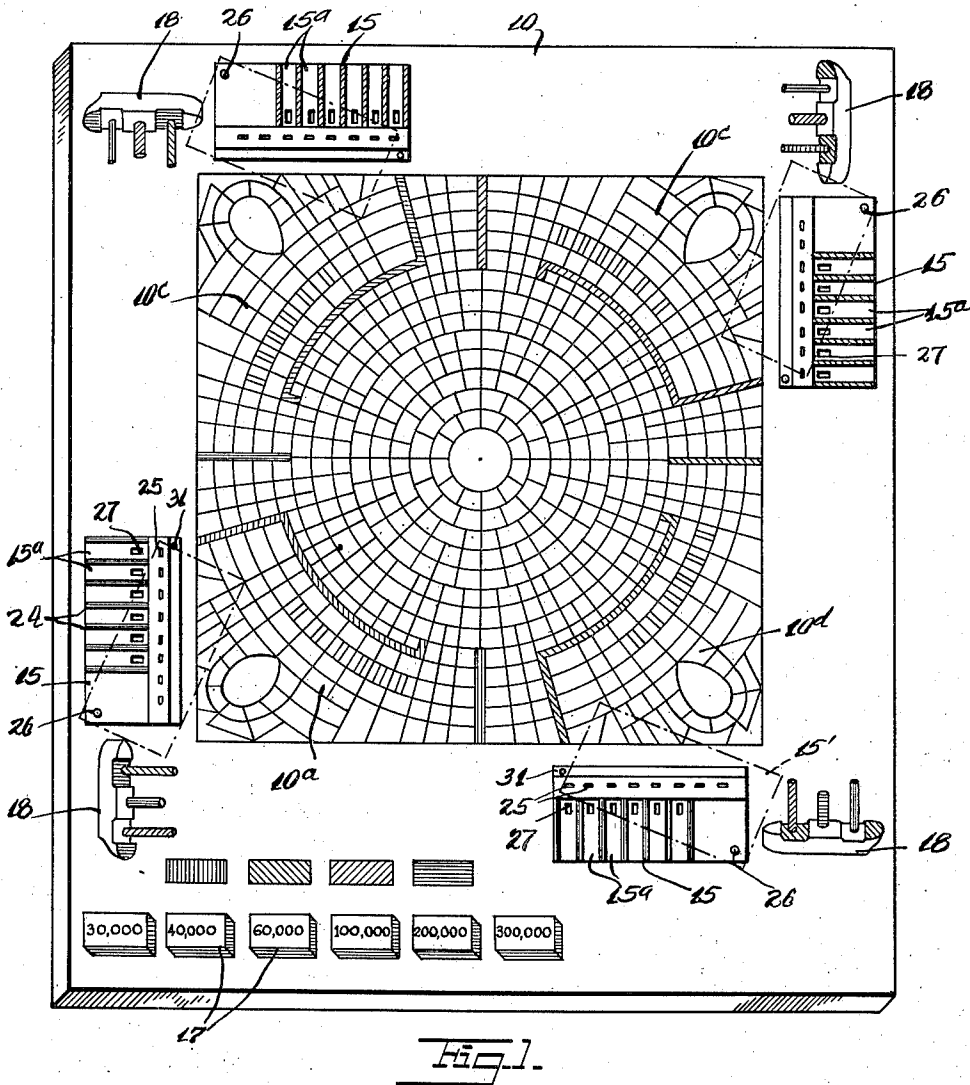
B. D. FIELD

2,139,493

BOAT GAME INDICATOR

Filed July 8, 1937

3 Sheets-Sheet 1



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Dec. 6, 1938.

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2,139,493

BOAT GAME INDICATOR

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3 Sheets-Sheet 2

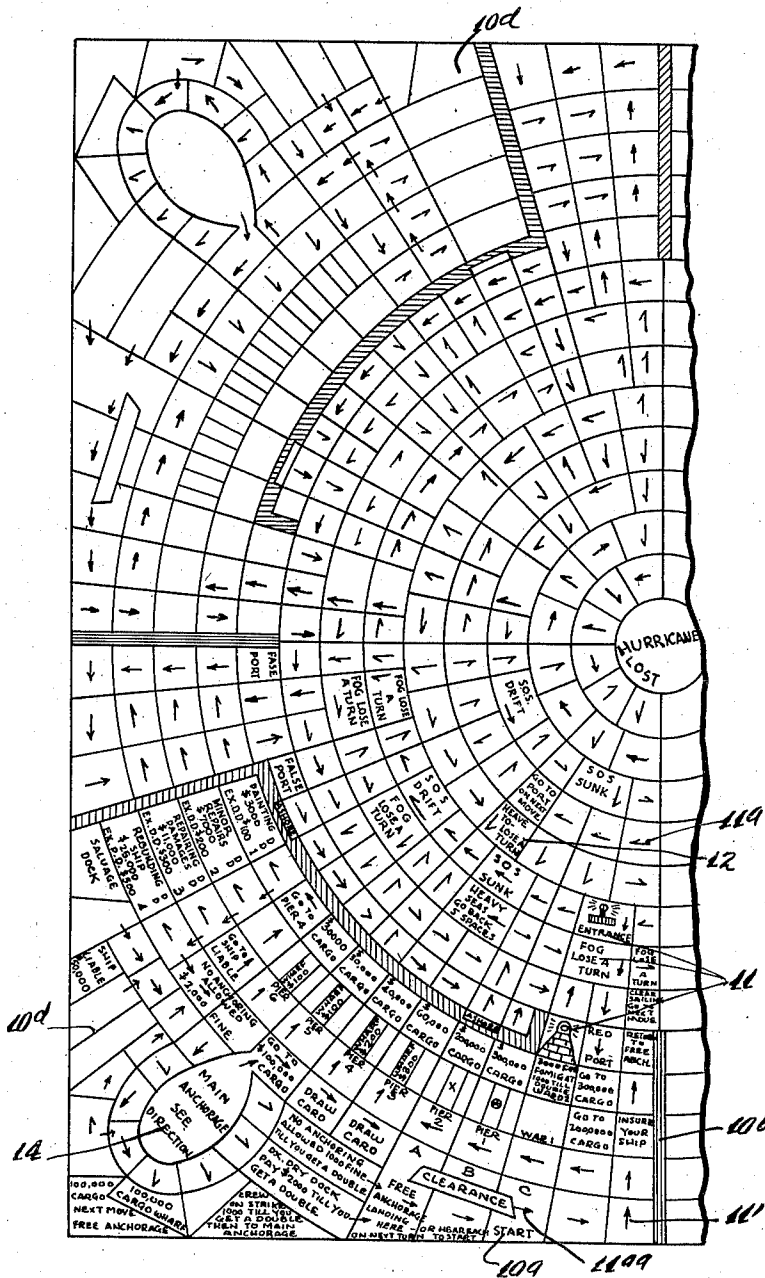


Fig. 2.

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3 Sheets-Sheet 3

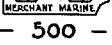
 HURRICANE  PLAY - 100,000 - MONEY	 HURRICANE  PLAY - 50,000 - MONEY
 HURRICANE  PLAY - 10,000 - MONEY	 HURRICANE  PLAY - 5000 - MONEY
 HURRICANE  PLAY - 2,000 - MONEY	 HURRICANE  PLAY - 1000 - MONEY
 HURRICANE  PLAY - 500 - MONEY	 HURRICANE  PLAY - 100 - MONEY

Fig. 3.



Fig. 8.

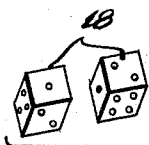


Fig. 7.

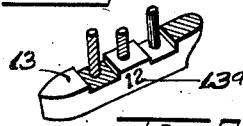


Fig. 9.

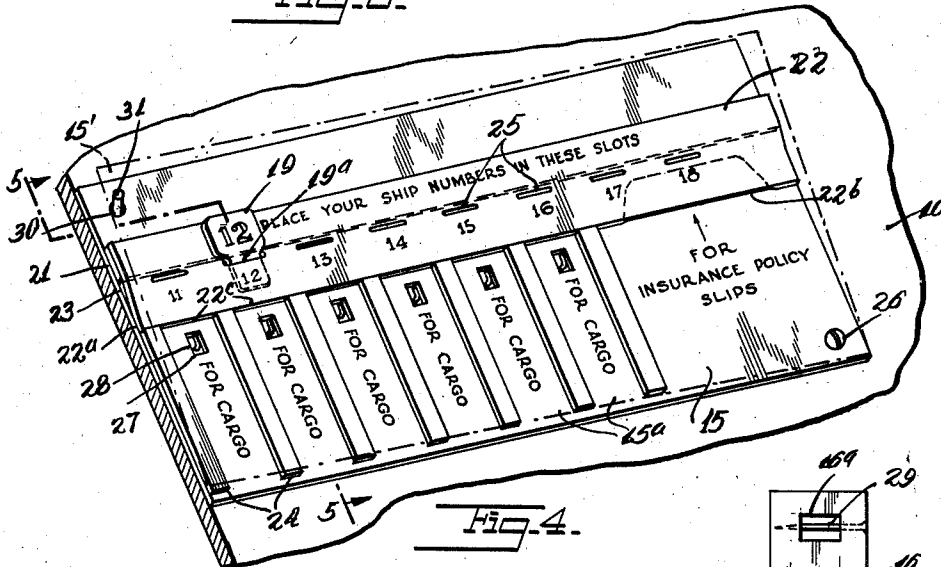


Fig. 4.

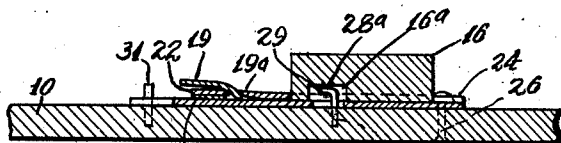


Fig. 5.

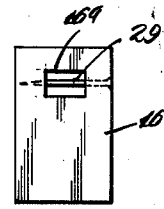


Fig. 6.

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UNITED STATES PATENT OFFICE

2,139,493

BOAT GAME INDICATOR

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Application July 8, 1937, Serial No. 152,506

2 Claims. (Cl. 116—130)

This invention relates to new and useful improvements in a boat game.

More specifically, the invention proposes the construction of a boat game which may be played by any number of players and which uses dice to determine the movements of each player.

Still further the invention provides for the use of score boards which are mounted on the game board and which may be utilized for indicating the boats operated by any one player and the amount of cargo each is carrying.

Still further the invention proposes that the game board be imprinted with several starting points and a tortuous path of boxes, and arrows, and instructions regarding the navigation of objects on the board, payment of penalties, etc.

Still further the invention proposes the use of boats of different colors for marking off the movements of any one of the players over the course of the tortuous path. These boats are to be placed at the starting points and moved along the course, as the dice are rolled for showing the position of the players' boats during the course of the game.

Still further the invention proposes the use of play money for the payment of debts and penalties which are incurred by the players, while they are moving along the tortuous path.

Still further the invention proposes the use of a pack of cards having numerous instructions thereon which the players are to draw when their ships land on a box marked "Draw card".

Still further the invention proposes the use of numerous blocks having values imprinted on one of their faces and which are adapted to be placed on the score boards for indicating the amount of cargo any one ship is carrying.

Still further the invention proposes a novel means for locking the cargo blocks to the score board.

Still further the invention proposes that the score board be pivotally mounted and formed with recesses through which pins are adapted to engage in order to engage coacting pins mounted in recesses in the cargo blocks to hold the blocks to the score board in a certain pivoted position of the score board.

For further comprehension of the invention, and of the objects and advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:—

Fig. 1 is a perspective view of the game board constructed according to this invention.

Fig. 2 is an enlarged plan view of a portion of Fig. 1.

Fig. 3 shows one form of play money which may be used in conjunction with this game.

Fig. 4 is an enlarged perspective view of a portion of Fig. 1.

Fig. 5 is a sectional view taken on the line 5—5 of Fig. 4.

Fig. 6 is a bottom view of one of the cargo blocks.

Fig. 7 is a perspective view of the dice used in conjunction with this invention.

Fig. 8 is a perspective view of a pack of cards used in connection with this invention.

Fig. 9 shows a boat which is to be used as a marker.

The boat game, according to this invention, consists of a game board 10 imprinted with several starting points 10^a and a tortuous path of boxes 11 with directional arrows 11^a and instructions 12 regarding navigation of objects 13 on the board 10, as well as the payment of penalties, etc., and several winning destinations 14. Score boards 15 are mounted on the game board 10, and cargo 16 is adapted to be placed on each score board 15 and represent the amount of cargo carried by any one boat. Play money 17 is provided for the payment of debts and penalties which may be incurred during the navigation of the tortuous path. Dice 18 are adapted to be used by the players to determine the number of boxes the objects are to be advanced on each successive turn of the players.

The game board 10 is divided into four identical corner sections 10^d which consist of substantially the same number of boxes and the same number of instructions in substantially the same positions. Thus, one quarter section of the game board will be identical to the other quarters of the game board. The instructions 12 relating to the navigation of the objects on the board include such directions as "S O S drift"; "Fog—lose a turn"; "Clear sailing—go to the next move"; "Return to free anchorage"; "Go to \$300,000 cargo", and similar instructions which may be seen in Fig. 2. The instructions 12 which govern the payment of penalties, etc., are as follows: "No anchoring allowed—\$1000 fine until you get a double"; "Crew on strike—\$1000 til you get a double, then to main anchorage"; "Ship liable—\$50,000"; "Insure your ship", etc. These penalties are to be paid out of the money which the players have received at the beginning of the

game. The directional arrows which are in the boxes 11 show the direction in which the player is to move on his succeeding throw of the dice. He moves in a normal course on any one throw of the dice and on his succeeding turn he must alter his position to agree with the direction in which the arrow points on the block on which he is standing.

The game board is imprinted in its corners with small ships 18 which are merely for decorative purposes and do not figure in the playing of the game. The score boards 15 are formed with channels 15^a into which the cargo blocks 16 may be placed for showing the amount of cargo each boat is carrying. There are twenty boats 13 numbered from 1 to 20. The green ones are numbered from 1 to 5; the red ones from 6 to 10; the blue ones from 11 to 15; and the orange ones from 16 to 20. These numbers are illustrated at 13^a on the side of the boat shown in Fig. 9. A number of markers 19, one for each boat, is provided with successive marker numbers from 1 to 20 and are to be held by the players to prove that they are the ones moving the boats of a certain color.

Some of the instruction boxes 11 are inscribed with the words "Draw a card" and a suitable pack of cards 20 are inscribed on one of their faces with instructions 20^a which the player must follow when his ship has landed on these spaces. These instructions 20^a are different from the instructions formed in the other instruction boxes and are merely for the purpose of adding variations to the game so that each successive playing of the game will be different. Some of these instructions 20^a include the following "Go to pier 30 for cargo; then to free anchorage"; "Go to special cargo \$100,000"; "Go to dry dock", etc.

Each score board 15 is provided with a strip of cardboard 21 fixedly attached to the face of this score board. A strip of paper or similar material 22 is attached to the upper face of the element 21. The other edge of this strip of material 22 is fixedly attached to the face of the score board 15 at the point 22^a to form a space 23 between the face of the score board 15 and the strip of material 22. A number of strips of cardboard 24 extend longitudinally from one of the edges of the strip of material 22 and provide berths or channels 15^a for the cargo blocks 16. The space between the strips 24 are inscribed with the words "For cargo" to show that the player is to place his cargo block in this space. Near the score board 15 there is a large space marked "For insurance policy slips" and the strip 22 at this position is formed with a recess 22^b beneath which a piece of money 17 may be engaged to show that a player has insured his vessel for the amount designated by the money inserted into the recess 22^b.

The strip 22 is provided with a number of slots 25, one above each of the berths 15^a for the cargo and into which the end 19^a of the marker 19 may be engaged for designating the ships which are being navigated by any one player and to show that the cargo block 16 mounted in that berth 15^a is on the vessel whose number appears on the marker 19.

A means is provided in connection with the score board 15 for locking the cargo blocks to the score board within its proper berth to prevent them from being accidentally knocked out of position. Each score board 15 is pivotally mounted at one of its ends by means of a pintle pin 26

which engages through the score board 15 and the game board 10. Each of the berths 15^a is provided with an opening 27 between the strips 24 and into which hooks 28 are adapted to engage. These hooks 28 are mounted on the game board 10 and have their longitudinal portions 28^a engaging above the face of the score board 15. The cargo blocks 16 are provided with recesses 16^a and are adapted to have one of their ends engage the shoulder portions 22^c formed by the strip of material 22. Pins 29 are engaged through one of the sides of the blocks 10 and extend through the recess 16^a and are adapted to be engaged with the hooks 28 for holding the blocks 16 in position on the score board 15 in certain of its pivoted positions. A means is provided for locking the score board in this latter position. This means comprises an opening 30 formed in the corner of the score board diagonally opposite the pintle pin 26. This opening 30 is adapted to be engaged over a pin 31 extending from the top face of the game board 10 for locking the score board in the position in which the hooks 28 will engage the pins 29 for holding the cargo blocks in position between the strips 24.

This game is played in the following manner: The play money 17 is divided equally between the number of players and each player chooses a certain color, taking the five ships of that color to be the ones which he is going to navigate. He then takes the corresponding numerical markers 19 and slips them into the slots 25 above the channels 15^a for the cargo 16 to show that he is navigating certain of the ships and that the cargo contained within the channels 15^a is being carried by a certain vessel. The pack of cards 20 is placed face down on the game board in a position in which it will not interfere with the movements of the boats 13, and in which all the players may easily reach them. The person who is elected or delegated to start the game places his first ship 13 on the starting block 10^a and rolls the dice 18 in order to determine the number of blocks he is to move. If the sum total of the showing faces of the dice is "6" he proceeds to move his first ship six spaces. This is done in the following manner:

The first directional arrow 11^a in the starting block 10^a points toward the longer slender barrier 10^b (see Fig. 2) and it can be seen that there are three spaces between the start and the barrier. Since he cannot pass the barrier it is necessary that he move the three spaces up to the barrier and the arrow 11' shown in this block illustrates that he is then to proceed along the edge of the barrier for three more spaces which happen to be blank. Since there is no instruction in this block he merely relinquishes the dice to the next player who starts in the same manner. After each succeeding player has had his chance the dice again come back to the starting player, who rolls them again. Suppose he rolls a "3." He moves his boat three spaces in the same direction in which he moved on his last turn. The block on which the boat will now rest is marked "Fog—lose a turn." The player again does nothing and relinquishes the dice to the next player. When each player has had his second turn the dice will again be returned to the starting player who does not roll them but passes them to the next player who then takes his third turn. Each succeeding player follows until the dice again reach the starting player. This is continued until a player is successful in reaching

a block marked with cargo values. He is then permitted to buy the cargo block which has the value mark thereon which corresponds to the value indicated in the box. He buys this cargo block for half value. Thus, if the block is marked "\$30,000" he buys it for \$15,000 and tries to get it to any wharf with the exception of the one he just left. When he reaches that player's wharf he sells his cargo to him for the face value, and that ship has reached home. He attempts to get each succeeding ship to his neighbor's wharf in the same manner. As soon as one player loses all his ships the game is ended. The players then count their money, and the one having the most money wins the game.

The cargo blocks 16 are locked to the score board 15 in the following manner: The free corner of the board 15 is raised to the position illustrated by the dot and dash lines 15' in Fig. 4 to disengage the opening 30 from the pin 31 to permit the board to be pivoted on the pintle pin 26. When the hook 28 reaches the end of the recess 27 away from the shoulder 22^c, the block 16 is placed in position thereon with one of its ends engaging the shoulder 22^c. Then the board 15 is pivoted back to its starting position so that the hook 28 will engage the pin 29, locking the end of the block 16 against the shoulder 22^c. The recess 30 is again engaged over the pin 31 to prevent further pivoting of the board 15 and to prevent the hook 28 from disengaging the pin 29.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise construction herein disclosed and the

right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claims.

Having thus described my invention, what I claim as new, and desire to secure by United States Letters Patent is:

1. In a device of the class described, a game board, a score board pivotally mounted thereon and formed with openings and shoulders adjacent said openings, hooks projecting from said game board through the said openings, blocks engageable on said score board against said shoulders and having bottom recesses into which said hooks may project, pins mounted in said recesses and engageable with said hooks for holding said blocks in a certain pivoted position of said score board, and means for holding said score board in said latter position.

2. In a device of the class described, a game board, a score board pivotally mounted thereon and formed with openings and shoulders adjacent said openings, hooks projecting from said game board through the said openings, blocks engageable on said score board against said shoulders and having bottom recesses into which said hooks may project, pins mounted in said recesses and engageable with said hooks for holding said blocks in a certain pivoted position of said score board, and means for holding said score board in said latter position, comprising a pin mounted on said game board and adapted to extend into an opening formed in the corner of said score board diagonally opposite said pivotal point for holding said score board against pivoting.

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