United States Patent [19]

Parker

[11] **3,747,933**

[45] **July 24, 1973**

[54] **BOARD GAME APPARATUS**

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[22] Filed: **Apr. 24, 1972**

[21] Appl. No.: **246,970**

[30] **Foreign Application Priority Data**

Apr. 27, 1971 Great Britain 11,636/71

[52] **U.S. Cl.** ..... **273/131 B**

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search** 273/131, 134, 136

[56] **References Cited**

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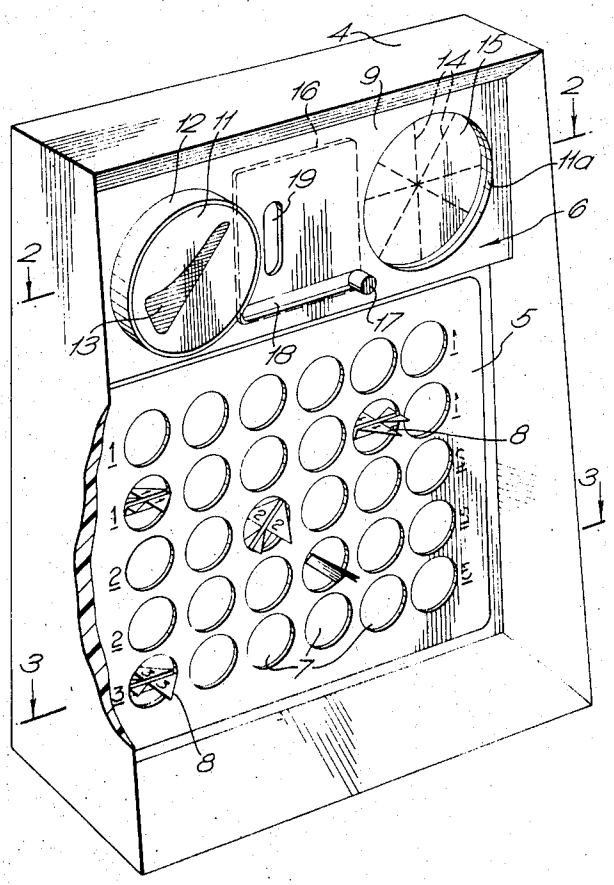
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[57] **ABSTRACT**

Game apparatus for two players comprising an upright playing or plotting surface which supports movable playing pieces, means for each player for indicating a proposed direction of movement of a playing piece, and means for enabling each player to conceal his directional indicator from his opponent.

9 Claims, 3 Drawing Figures



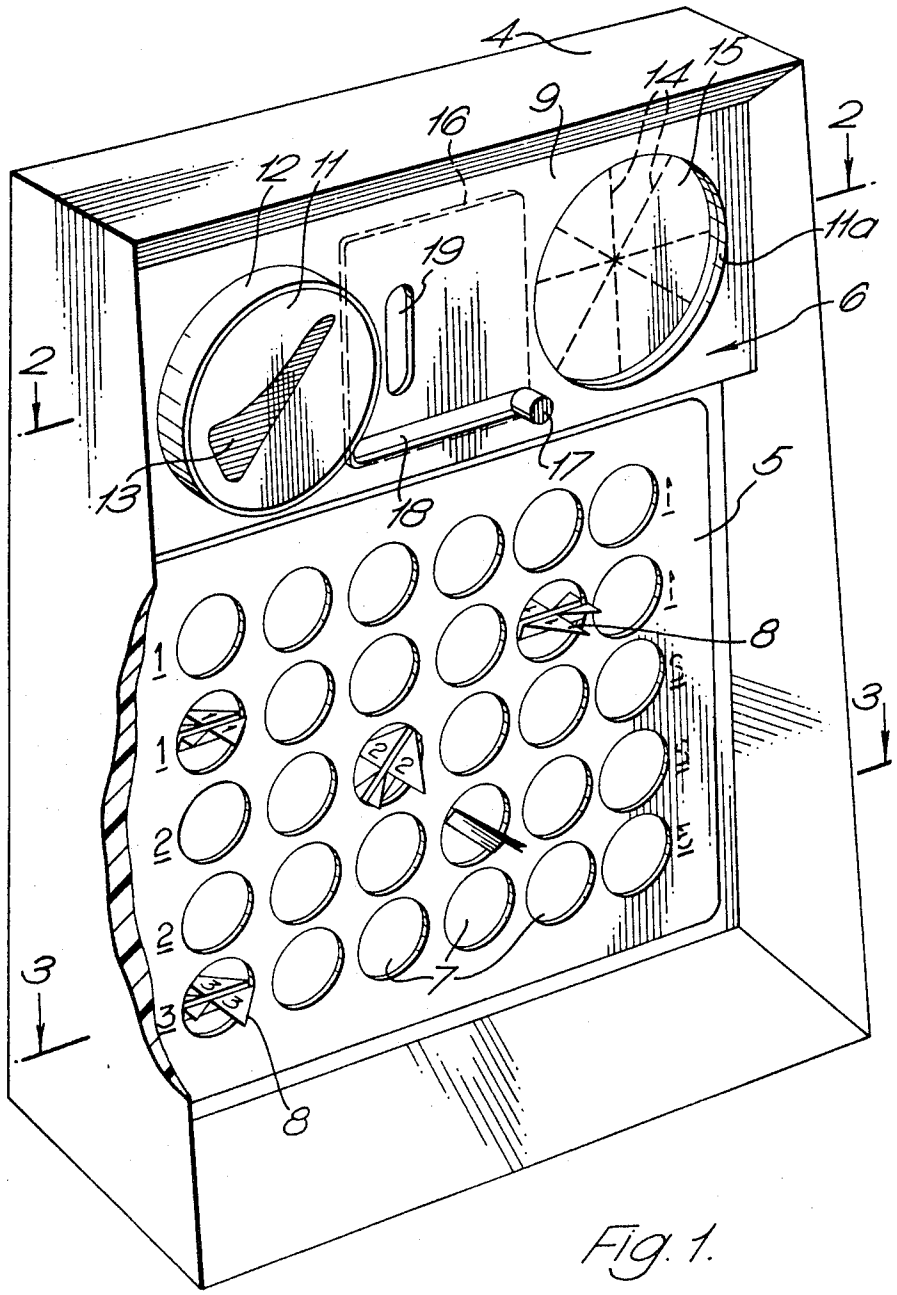


Fig. 1.

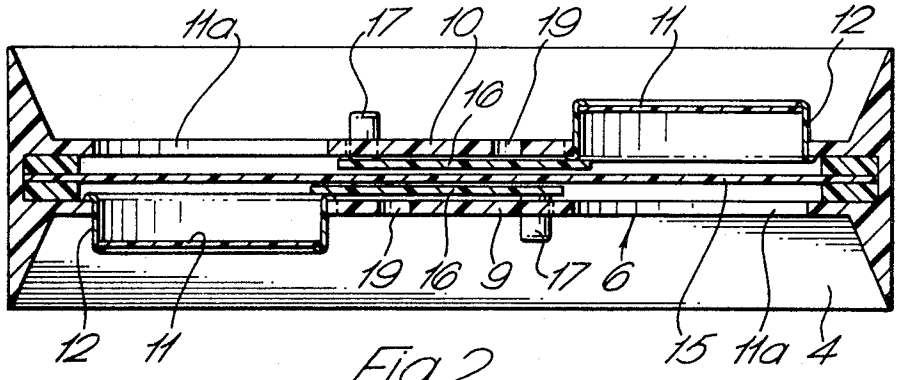


Fig. 2.

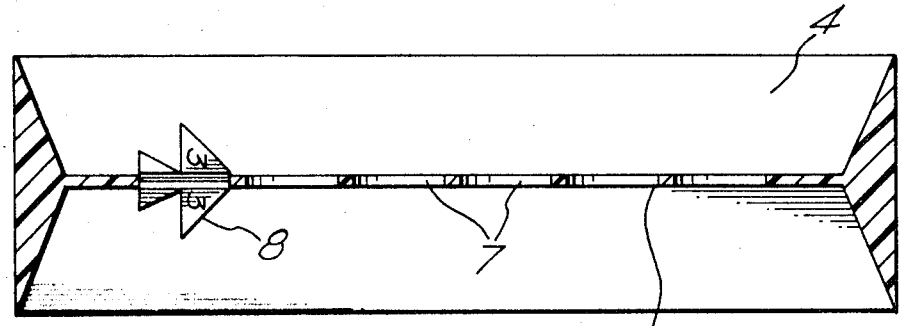


Fig. 3.

BOARD GAME APPARATUS

This invention relates to apparatus for playing a game of skill and is concerned with a so-called board game.

It is well known that most board games are played by moving markers over a set course or circuit according to the throw of a die, the board in this case being common and thus visible to all the players. It is also common practice, in order to increase the excitement of the game, to use cards or other identifying means to indicate penalties or rewards given to the owner of a marker which lands on certain predetermined squares or other markings setting out the course or circuit. It is also a well known fact that board games, with a few exceptions, are intended to be played by three or four or more players and that such games are seriously lacking in excitement if played by two players only.

It is among the objects of the present invention to provide a new concept in board games for two players only, the game being played without the use of dice and being such that it is dependent upon the skill and integrity of the two players.

According to the present invention, there is provided a game apparatus for two players which comprises a playing or plotting board common to both players and formed with a plurality of means for supporting playing pieces, directional indicator means personal to each player, but viewable by both players, for indicating the proposed direction of movement of a playing piece over the playing or plotting board, and means adapted to conceal the positions recorded on the directional indicator means.

Preferably, the playing or plotting board is of transparent or translucent material and each side or face thereof is decorated to simulate an area of sky, and the playing pieces are in the form of aircraft.

The invention is illustrated by way of example in the accompanying drawings in which,

FIG. 1 is a perspective view of one form of the apparatus according to the invention,

FIG. 2 is a section on the line 2—2 of FIG. 1, and

FIG. 3 is a section on the line 3—3 of FIG. 1.

Referring to the drawings, the apparatus comprises an open-sided frame **4** which forms an outer housing and support for a playing or plotting board **5**, and a control section **6**.

The playing or plotting board **5**, which is common to both players, is formed of a series of holes or openings **7** cut in its surface. The board **5** is of transparent or translucent material decorated to simulate an area of sky. Preferably, the holes **7** are arranged so as to be evenly spaced horizontally and vertically and form an area of six holes horizontally and five holes vertically. Preferably also the five holes of the left hand column on each side of the playing or plotting board are, as indicated, numbered **1,1,2,2,** and **3,** and these numbers indicate, as hereinafter described, the starting positions for playing pieces **8.**

The playing pieces **8** are in the form of aircraft which are constructed to represent wings, tailpieces and a body and are provided to be supported within any of the holes or openings **7.** For this purpose, the aircraft may be of cardboard which is folded lengthwise down the centre of the body so that they may engage the edges of the holes **7** and adopt a simulated flying position, with their wings and fuselage projecting on both sides of the playing board **5.** The aircraft are in two sets

of different colours so as to indicate to which player they belong, and a set of five aircraft are provided for each player and numbered **1,1,2,2,** and **3** respectively, which will indicate the distance which the aircraft can be moved for the purposes of the game.

Mounted above the playing or plotting board **5** is the control section **6,** which consists of outer spaced walls **9** and **10** in each of which is mounted a directional indicator **11** which is rotatable about within and relative to an annular projection **12.** An indicator **11** is provided for each player and these preferably comprise a transparent plate each having an aircraft image **13** applied thereto which serves to indicate the direction of elevation. The indicators **11** are viewed through holes **11***a* from opposite sides of the control section **6** against a background of lines **14** provided on a fixed, transparent elevation screen **15** extending across the full width of the frame **4.** The lines on the screen **15** indicate different angles of elevation and are preferably provided to indicate angles in multiples of 45° as is shown in FIG. **1.**

Mounted between the walls **9** and **10** and the elevation screen **15,** are reset barrier shields in the form of sliding panels **16** one of which is associated with each directional indicator **11.** These shields slide along the inside walls of the control section **6** and, for the purposes of the game, conceal changes in the positions of the directional indicators from the vision of the opposing player. Finger grips **17** movable in slots **18** in the walls **9** and **10** are provided for moving the reset barrier shields **16,** and holes **19** are provided in the walls **9** and **10** to bring into view the words "RESET" indicating that the barrier shield **16** is closed.

The preferred method of play is as follows:

Two players A and B face each other with the playing apparatus between them. Each player has five aircraft **8** which he inserts into the left hand column of holes **7** against the appropriate number for each aircraft. The numbers on each aircraft indicate the maximum number of positions which that aircraft may be moved at any one time during the game.

To commence, both players close their reset barrier shields **16,** and set their directional indicator **11** so as to indicate which direction they intend one of their aircraft to follow. As they do not know what movement will be made by their opponent, they must endeavour to anticipate this.

Player A then opens his reset barrier shield **16** so as to show his direction indicator setting, and moves one of his aircraft in the direction shown by the indicator not more than the maximum number of positions as shown by the number on that aircraft. Player A then closes his reset barrier shield **16** and sets his directional indicator to govern his next move.

Player B then opens his reset barrier shield **16** and moves one of his aircraft. He then closes his shield and resets his indicator.

Player A then opens his reset barrier shield **16,** plays his next move, closes his shield, and resets his directional indicator. And so on.....

The object of the game is to eliminate all the opponent's aircraft, and an aircraft is eliminated when a player is able to fly one of his aircraft on to a position occupied by one of his opponent's aircraft. The eliminated aircraft is removed from the board.

When making a move, the aircraft being moved is turned so as to follow the line of the directional indica-

tor and, after being moved the correct number of positions, it is left clipped in position on the playing surface following the same line as that of the directional indicator **11**. The circular hole enables the aircraft to be clipped in position so as to face any required direction. No aircraft may be moved where the direction shown on the directional indicator is at an angle more than 90° from the original aircraft position. Otherwise, any aircraft may be chosen for any move.

Although the invention has been described with reference to the playing pieces being in the form of aircraft, it will be understood that it is not limited in this respect. Furthermore, there is no limitation on the number of holes or openings **7** or on the number of playing pieces **8**.

What I claim is:

1. Game apparatus for two players, comprising a playing or plotting board common to both players and formed with a plurality of means for supporting playing pieces visible to both players, movable directional indicator means personal to each player, but viewable by both players, for indicating the proposed direction of movement of a playing piece over the playing or plotting board, and means individual to each player to conceal a recorded position of the directional indicator means from the other player.

2. Apparatus according to claim **1**, in which the playing or plotting board is supported in a vertical position in an open-sided support frame, and the directional indicator means are arranged in a control section positioned in the support frame adjacent the playing or plotting board.

3. Apparatus as claimed in claim **2**, in which the control section comprises a pair of spaced wall panels each of which is provided with one of said directional indicators and a hole or opening, the arrangement being such that the indicator in one wall panel is in a corresponding position to that of the hole or opening in the other wall panel.

4. Apparatus as claimed in claim **3**, in which each directional indicator comprises a transparent plate having an image indicating an angular direction.

5. Apparatus as claimed in claim **4**, including a transparent elevation screen positioned between the two wall panels and having applied thereto, in respect of each directional indicator, lines defining a plurality of angular positions.

6. Apparatus as claimed in claim **5**, including, in respect of each directional indicator, a panel positioned between a wall panel and the elevation screen, which panel is slidable into and out of a position where it conceals the reading of the directional indicator.

7. Apparatus as claimed in claim **6**, including means for indicating when a reading is concealed by a sliding panel.

8. Apparatus as claimed in claim **1**, in which the means for supporting the playing pieces comprise a plurality of spaced holes or openings in which the playing pieces are received and removably held.

9. Apparatus as claimed in claim **1**, comprising playing pieces in the form of aircraft.

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