

Dec. 10, 1963

D. M. SENICK
BATTLE GAME

3,113,777

Filed April 16, 1962

3 Sheets-Sheet 1

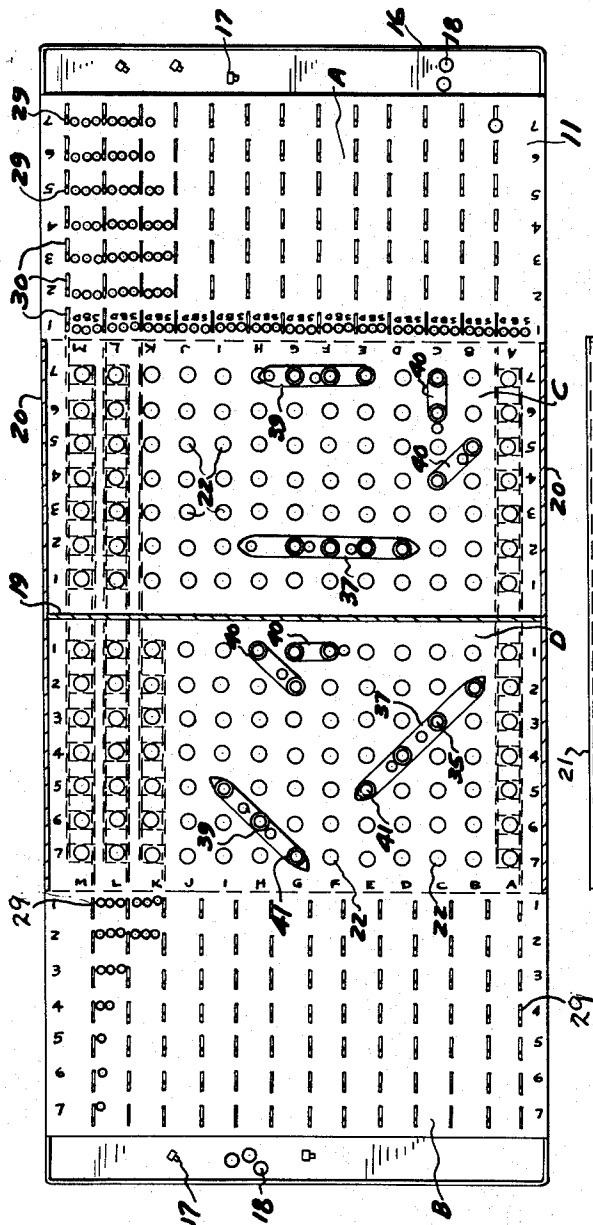


Fig. 1

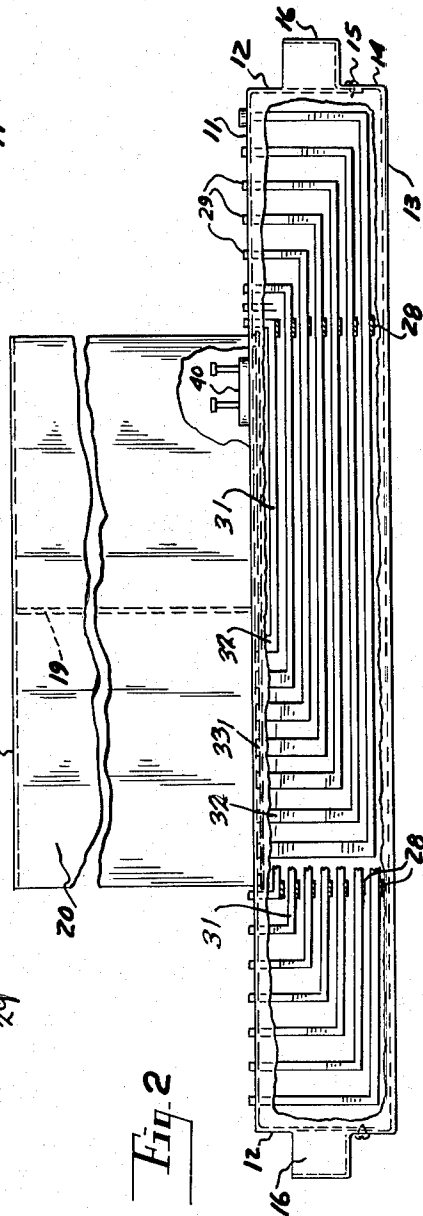


Fig. 2

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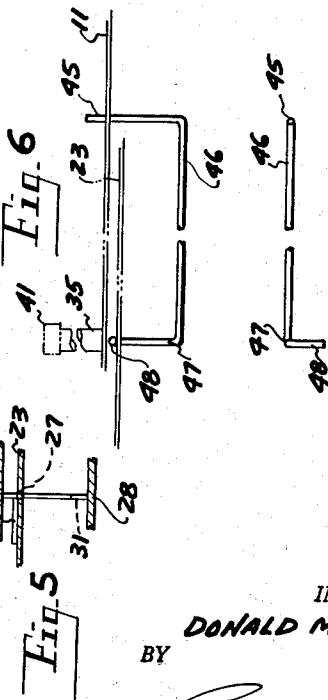
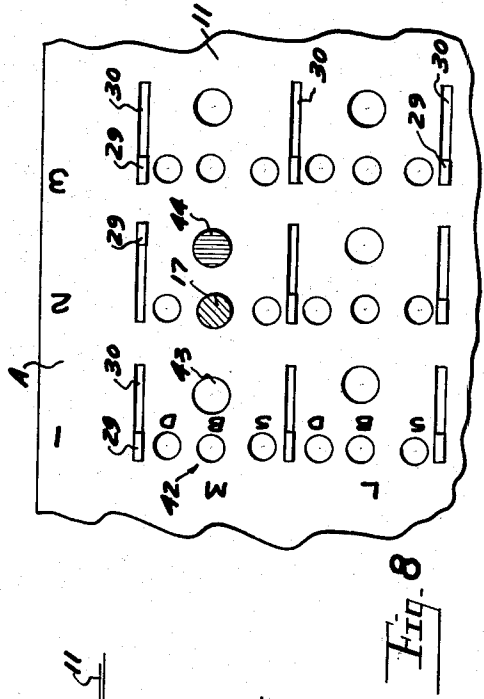
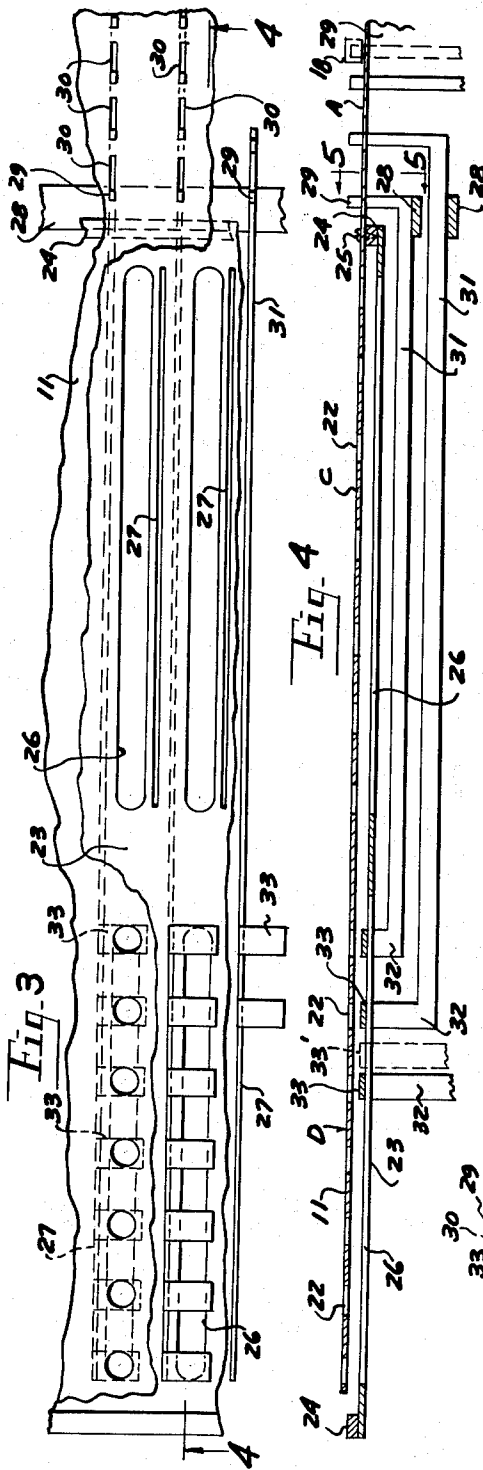
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3 Sheets-Sheet 3

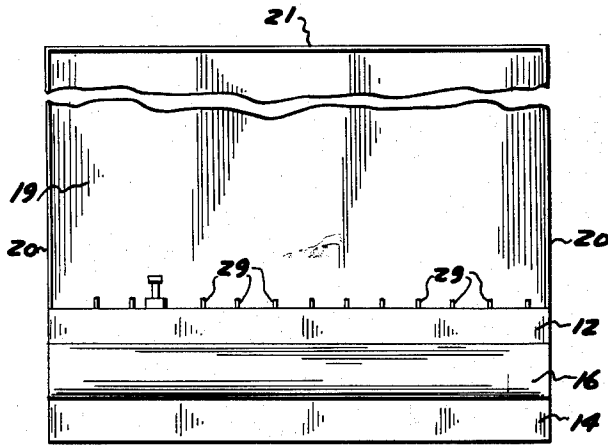


Fig. 9

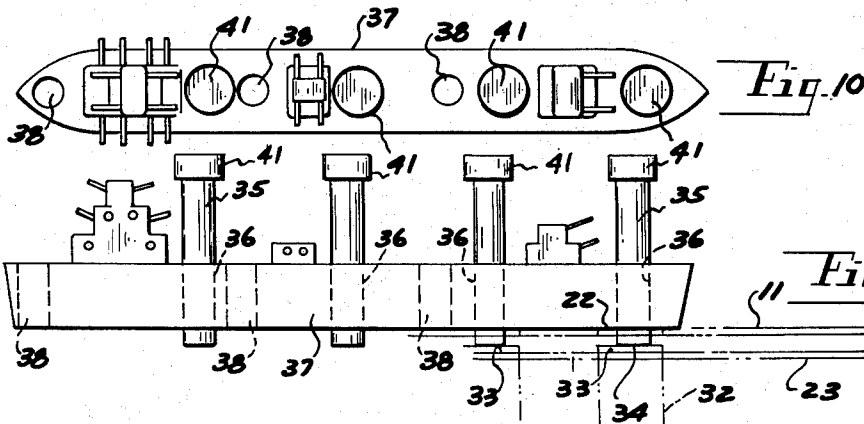


Fig. 10

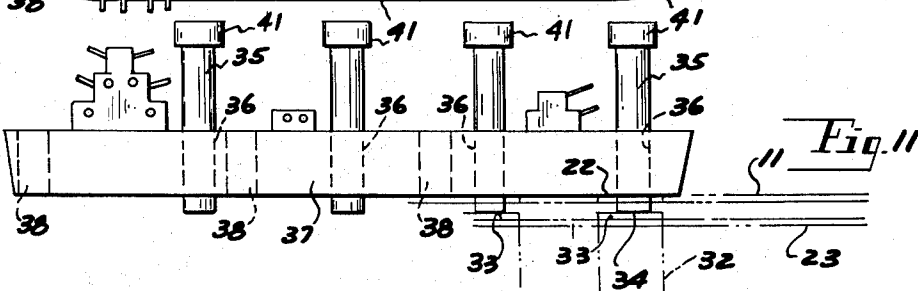


Fig. 11

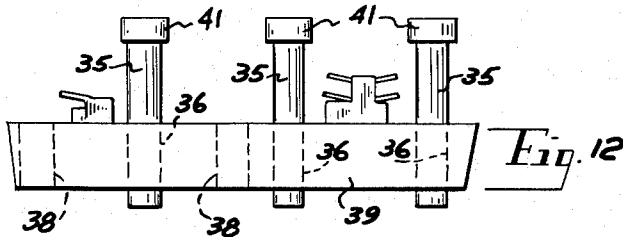


Fig. 12

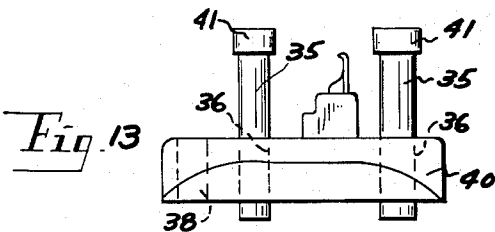


Fig. 13

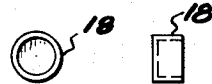
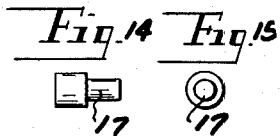


Fig. 16 Fig. 17

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BATTLE GAME

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6 Claims. (Cl. 273-130)

This invention relates to a game apparatus and more particularly to a sea battle game apparatus, the purpose of which is to find and destroy the opponent's navy, it being contemplated that the same apparatus may be equally applicable for destroying the opponent's army, as the case may be.

It is the object of the present invention to provide a novel structure of game apparatus which is in the nature of a sea battle and wherein there is provided the hollow body whose top cover provides a gameboard which has an upright central transverse partition to thus define upon its opposite sides visibly isolated first and second battle areas wherein the respective opponents in the battle place their vehicles, such as ships, in the case of the navy, or other army vehicles, in case of an army type of battle.

It is the object of the present invention to provide as a part of the game apparatus, and as a part of the two isolated battle areas, a series of longitudinally spaced apertures formed in rows which cover the respective entire battle area and over which, for example, vehicles may be positioned either parallel to, at right angles to, or diagonally to the said partition, and wherein furthermore each of the vehicles as for example, submarines, cruisers and battleships have formed therein a series of longitudinally and variably spaced apertures which apertures are adapted to be in registry with corresponding apertures formed through the battle area.

The object of the present invention is to provide within the apertures of the particular vehicles normally elevated, but vertically movable indicators which extend through the said vehicles and down into the said apertures, but which are maintained in an elevated position by suitable support until the shot has been fired which removes this support and permits that indicator to drop.

A further object of the invention incorporates the means by which movable supports are provided under each of the said apertures for each of the battle areas and with levers being provided in groups corresponding to each of the said apertures of the opponent and which are connected to the support means so that selectively and upon activation of a particular firing lever, the corresponding support pad is withdrawn so that if a vehicle happens to be located with one of its apertures over a pad which has been withdrawn, the vertically movable indicator will drop by gravity, and will be regarded as a hit on the vehicle.

It is therefore a further object of the present invention to provide game apparatus which provides a means by which said apertures provided in each of the battle areas has a corresponding movable support pad thereunder, but the support pads individually controlled by remotely operated firing levers and associated linkage.

In the operation of the present game, the hits on the vehicle are shown when the indicator or gun, or simulated gun on the boat drops down. When all the indicators, or guns are down on a given boat, it is considered sunk.

These and other objects will be seen from the follow-

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ing specification and claims in conjunction with the appended drawings, in which:

FIG. 1 is a plan view of the present gameboard.

FIG. 2 is a fragmentary longitudinal section thereof.

FIG. 3 is a fragmentary plan view of the said gameboard partially cutaway to illustrate the interior structure.

FIG. 4 is a fragmentary section taken on line 4-4 of FIG. 3.

FIG. 5 is a fragmentary section taken on line 5-5 of FIG. 4, being essentially an end view of the firing lever and connected support pad.

FIG. 6 is a fragmentary side elevational view of a slightly different form of firing lever and support pad construction made from wire stock.

FIG. 7 is a fragmentary plan view thereof.

FIG. 8 is a fragmentary plan view of one the playing firing boards corresponding to the right end of FIG. 1, and on an increased scale.

FIG. 9 is a fragmentary end elevational view of the gameboard assembly, shown in FIG. 1.

FIG. 10 is a plan view of a battleship or vehicle element, shown as used on a reduced scale in FIG. 1.

FIG. 11 is a side elevational view thereof showing the indicators in elevated position.

FIG. 12 is a schematic elevational view of a destroyer vehicle element shown in a reduced scale in FIG. 1.

FIG. 13 is a schematic elevational view of a sub shown on the battle areas, on a reduced scale in FIG. 1.

FIG. 14 is a side elevational view of a fired peg selectively applied to the respective firing areas indicating a hit on opponent's battle vehicle.

FIG. 15 is an end view thereof.

FIG. 16 is a plan view of a firing cap applied to a firing lever to visibly indicate that said lever has been fired.

FIG. 17 is a side elevational view thereof.

It will be understood that the above drawings illustrate merely a preferred embodiment of the present game apparatus, and that other embodiments are contemplated within the scope of the claims hereinafter set forth.

Referring to the drawings, the present sea battle game apparatus comprises a hollow body, preferably of metal, and which includes an elongated top cover 11 with a downturned peripheral flange 12, and the lower cover 13 with upturned peripheral registering flange 14 interconnected with the first flange 12 by a series of fasteners 15, completing the hollow body construction.

Flanges 14 at their opposite ends are so formed as to terminate in the upwardly opening storage receptacles 16 within which are stored fired button pegs 17 of different colors, as well as the firing caps 18, which may also be of different identifying colors, if desired.

An upright centrally disposed transverse partition 19 extends upwardly from a midpoint of the top cover 11, and thus defines on its opposite sides the visibly isolated rectangular first and second battle areas C and D, and outwardly thereof the first and second player firing boards A and B.

In the illustrative embodiment of the invention, the said battle areas C and D are further isolated by employing the upright side walls 20 arranged upon opposite sides of cover 11 and extending at right angles to partition 19 throughout the width of the respective battle areas C and D, as best shown in FIGS. 1 and 2.

In the illustrative embodiment, there is also provided

a top cover 21 which may be employed, if desired, to further visibly isolate the two battle areas so that the opponents working from opposite ends of the gameboard are unable to see the other's battle area and the particular location of the ships, or navy thereon, as hereafter described.

The present gameboard includes the visibly isolated pair of first and second battle areas C and D. Each of said battle areas has formed through the adjacent cover 11, a series of parallel rows of longitudinally spaced apertures 22, with each row being designated by the numerals 1 through 7, applied as indicia to the top surface of adjacent portions of the gameboard and with the spacing for the individual apertures in a particular row being identified by the letters A through M consecutively, as applied to the gameboard, as indicia and as shown best in FIG. 1.

In the illustrative embodiment of the present game apparatus there are employed simulated vehicles, which in the case of a sea battle, are shown as battleships 37, destroyers 39 and subs 40, there being one of each, except in the case of the submarines, mounted upon each battle area C and D, with each vehicle arranged in any desired one of three selected positions, namely, parallel, at right angles to, or diagonally to partition 19, as shown in FIG. 1.

The selection of the location of the particular vehicle is up to the particular player at the respective opposite ends of the gameboard when in use, and furthermore the particular location of the individual vehicles which form a part of the respective navy or army, as the case may be, is not divulged to the opposing player.

Each of the vehicles shown in FIGS. 11, 12 and 13 have formed therethrough a series of longitudinally spaced apertures 36 with the spacing between apertures corresponding to the spacing between the apertures 22 in right angularly related directions.

It is seen furthermore, that each of the vehicles has additional variably spaced apertures 38 which cooperate with the first aperture 36, so that the said apertures will be adapted to register with corresponding apertures in the battle area if the vehicle is diagonally positioned due to the larger distance between the respective apertures 22. The battleship has four basic vertical apertures 36, the destroyer 3 apertures 36 and the sub, two apertures.

Within each of the said apertures, there is movably positioned the gun simulating indicators 35, with enlarged heads 41 thereon which indicators are normally maintained in an elevated position, as best shown in FIG. 11, being supported by a movable pad 33 in elevated position, there being a series of such movable pads 33 arranged below each of the respective apertures 22 below the respective battle areas C and D. These support pads 33 are longitudinally movable as hereinafter explained on activation or rearward movement of a firing lever 29 to thus remove the support for the indicator 35, permitting the same to drop downwardly until the head 41 engages the vehicle to thus register a hit for this particular vehicle.

In order to provide a means of supporting the pad 33 within the body of the apparatus, there is provided below the top cover 11 the support plate 23, which is suitably secured thereunder, as by fasteners 25 and with suitable spacers 24 interposed, as best shown in FIG. 4.

The support plate 23 has formed therein directly below corresponding aligned apertures 22 in the adjacent battle area, a series of parallel spaced elongated slots 26 through which the indicator 35 will move once the support pad 33 has been withdrawn therefrom on actuation of a firing lever 29 and connected link 31—32, as hereinafter described.

Adjacent each of the said elongated wide slots 26 and parallel thereto, there is provided an additional elongated narrow slot 27, which is adapted to slidably receive the connectors 32 which respectively depend from one end of the support pad 33. The said connector at its

lower end joins one end of the link 31, the opposite end of the link terminating in upright firing lever 29.

Each of the playing areas A and B have formed therethrough a series of rows of longitudinally spaced elongated slots 30, which extend at right angles to partition 19, and with the said slots 30 for one set of rearwardly extending or rearwardly movable levers 29 in longitudinal alignment with a corresponding slot 27 formed through the support plate 23 adjacent the opponent's battle area.

A series of transverse vertically spaced support straps 28 are mounted transversely within the body of the game apparatus adjacent its opposite ends, and are so arranged as to selectively support the respective rows 1 through 7 of the said firing levers 29.

For example, as shown in FIGS. 1 and 4, all of the firing levers 29 in row 1, at their lower ends, are slidably supported upon the uppermost strap 28, shown in FIG. 4. At the same time the corresponding opposite ends of the said links 31 and the upright connectors 32 extend through corresponding slots 27 and terminate in the right angular support pads 33 which thus rest upon the plate 23. Thus the support plate 23 in effect supports the one ends of the links 31, whereas the said straps 28 support the corresponding opposite ends of the said links 31, which form a part of and are connected with the respective firing levers 29.

With reference to all of the aligned firing levers 29 corresponding to row M, for illustration, FIG. 1, it is noted that, and as shown in FIG. 4, the said links 31 are vertically spaced respectively. This means that starting with the first row No. 1, going towards row No. 7, the height of the firing levers 29 progressively increase, as do also the heights of the corresponding connectors 32 at the opposite ends of the links 31, by which they are supported.

By this construction, each of the individual firing levers 29, by virtue of an individual and separate link 31, connects with the corresponding support pad 33 of a similarly located aperture 22 in the opponent's battle area. Accordingly, it is seen that if all of the firing levers 29 were withdrawn within their slots 30 then all of the corresponding support pads 33 under the respective apertures 22 of the battle area D, for example, would be withdrawn so as to no longer be in registry with the particular aperture 22.

This means in any case where a battle vehicle's position is in such a manner as the indicator thereon registers with a particular support pad 33, that the said indicators would drop down to a secondary position with their respective heads 41 bearing against the deck of the vehicle, as shown in FIGS. 11, 12 and 13.

As noted in the drawings, each of the said player firing boards A and B have formed therethrough the series of rows longitudinally spaced elongated slots 29 which extend at right angles to the partition 19. Accordingly, firing levers 29, shown in unfired position, FIG. 1, may be moved longitudinally to the fired position, such as shown at 29 in FIG. 8 for one of the said firing levers, namely at the end of the corresponding slot 30, formed in the cover 11.

It is noted that the firing boards A and B are identical in construction, and that each have formed therein the corresponding rows of longitudinally spaced slots 29 and wherein the slots 29, from one firing board are laterally displaced with respect to the slots 29 of the opposing firing board. In FIG. 4, numeral 33' designates a displaced position of the adjacent firing pad 33, shown in solid lines.

The numeral 34, FIG. 11, shows the supporting contact of the lower end of the indicator 35 with the top surface of the support pad 33 in its initial inoperative unfired position to thus maintain the indicator 35 elevated with respect to the associated battleship 37.

Referring particularly to FIG. 8, which is an enlarged fragmentary view of a portion of a firing board A, FIG. 1, it is noted that the elongated slots 30 are shown on an

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increased scale receiving the associated firing levers 29, one of which is shown in fired position.

Adjacent each of the firing levers 29, there are formed through the top cover 11, a series of three apertures 42 which are designated by the letters S, B and D to respectively indicate sub, battleship or destroyer. In the operation of the present game, a particular player for one turn is permitted to activate or move rearwardly three of the firing buttons or firing levers 29, after which his opponent has the same opportunity to move rearwardly three of his firing levers, etc.

When the firing lever 29 is so moved with corresponding movement of the support pad connected with the link joining the said firing lever, and one of opponent's vehicles 37, 39, or 40 has an indicator 35 resting upon such moved pad, when the said pad slides rearwardly, the indicator or simulated gun drops down which represents a hit for example, from the firing board A to the particular vehicle in the battle area B of the opponent.

The opponent does not tell of the hit until all three of the opposing firing levers have been applied, then will only advise if there was a hit, the kind of a vehicle which was hit, such as a sub, a destroyer, or a battleship, but will not advise the opponent as to which of the three shots fired produce the hit.

When the player, for example, corresponding to firing-board A is told of the kind of a boat hit for one of the said three shots, he places a peg 17 in one of the three apertures 42 corresponding to the letters S, B and D, corresponding to each of the firing lever shots which were previously made. This records vehicles hit, and this information can be used to try to determine which way the opponent's vehicles lay to thus facilitate the successful firing of additional shots.

For example, when a particular lever is to be fired, the player applies a firing cap 18 over the upper end of the said firing lever 29 and moves the same rearwardly with the said cap 18 helping to visibly tell which firing levers have been fired. For example, this cap may be a brown colored cap. If a hit has been made, it is contemplated that perhaps a different colored peg 44 may be applied to the corresponding large aperture 43, shown in FIG. 8, merely to indicate that as a result the firing of the corresponding lever 29, at least one of the three vehicles S, B or D was hit.

FIGS. 6 and 7 show a slightly different form of firing lever 45, which is of wire construction and which terminates at its lower end in the link 46 and which at its other end terminates in the upright connector 47, which extends up through a slot corresponding to slot 27, FIG. 3, and terminates at a right angular support member 48, which takes the place of the pad 33, shown in FIG. 4 and which, as shown in FIG. 6, when in operative position supportably engages an adjacent indicator 35 for maintaining the same in an elevated position with respect to its supporting and guiding vehicle.

In the operation of the present game apparatus, any desirable set of rules may be employed for playing the game. However, it would appear that the players would alternately take turns firing three shots at a time, until one player has first destroyed or sunk all of the vehicles of the opponent. This is achieved, of course, when the indicators of all the vehicles of the particular navy, or army, as the case may be, has dropped to its lowermost position.

It is contemplated that while the present game has been described in the illustrative embodiment as a sea battle game apparatus, that it would be an equivalent structure to provide for a game apparatus or battle game which is provided upon the ground surface. The principal operation of the mechanism would be exactly the same. Instead of boats, tanks, or half-tracks, other army vehicles would be employed variably located as desired by the players and with the firing and destruction of the particular vehicle governed by the dropping of the indi-

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cators from the normally elevated position to a depressed position.

Having described my invention, reference should now be had to the following claims.

I claim:

1. A sea battle game apparatus comprising a hollow body including an elongated top cover defining a game-board, an upright centrally disposed transverse partition on said cover defining on its opposite sides visibly isolated rectangular first and second battle areas, and outwardly thereof respective first and second player firing boards, each of said battle areas having formed through the cover a series of parallel rows of longitudinally spaced apertures, a simulated vehicle mounted on each battle area in one of three selective positions, namely parallel to, at right angles to, and diagonally to, said partition, said vehicle having a series of longitudinally spaced apertures, at least a pair of said apertures in registry with a corresponding pair of apertures in said battle area, headed vertically movable indicators positioned within and through said vehicle apertures in elevated position and extending through a corresponding pair of apertures in said battle area, each of said player firing boards having formed therethrough a series of rows of longitudinally spaced elongated slots extending at right angles to said partition, each slot of one firing board corresponding to a correspondingly located aperture in the battle area on the opposite side of said partition, and a plurality of rows of longitudinally spaced firing levers extending up through said slots and movably positioned therein, an indicator support pad movably mounted on said body below each of said apertures in said battle areas, adapted to support an indicator in elevated position on its vehicle, and a series of horizontally elongated links movably mounted on the body respectively interconnecting all of the pads under one battle area with the firing levers in the firing board on the opposite side of said partition whereby rearward selective movement of a series of firing levers will cause longitudinal displacement of the corresponding series of support pads and any indicator resting on any of said support pads will drop, indicating a hit, the vehicle being considered destroyed when all its indicators have dropped.

2. In the sea battle game apparatus of claim 1, the mounting of said pads within said body including an elongated pad support plate spaced below the top cover and having a series of parallel elongated slots formed therethrough, each slot being in longitudinal alignment with the corresponding aligned firing lever slots of the firing board on the opposite side of said partition, each longitudinally aligned pad below a battle area including a connector depending through the adjacent elongated slot and secured to one end of one of said links, whose other end is connected to the corresponding aligned firing lever.

3. The sea battle game apparatus of claim 1, the mounting of said pads within said body including an elongated pad support plate spaced below the top cover and having a series of parallel elongated slots formed therethrough, each slot being in longitudinal alignment with the corresponding aligned firing lever slots of the firing board on the opposite side of said partition, each longitudinally aligned pad below a battle area including a connector depending through the adjacent elongated slot and secured to one end of one of said links, whose other end is connected to the corresponding aligned firing lever, there being an elongated slot of greater width in said support plate spaced from and parallel to each of said elongated slots adapted to receive an indicator.

4. In the sea battle game apparatus of claim 1, the mounting of said links within said body for the firing levers of each firing board including a series of parallel vertically spaced straps extending transversely across and within said body, said links at one end movably mounted on said straps respectively.

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5. In the sea battle game apparatus of claim 1, the mounting of said links within said body for the firing levers of each firing board including a series of parallel vertically spaced straps extending transversely across and within said body, said links at one end movably mounted on said straps respectively, all of the links and connected firing levers of one row resting on one support strap, the links of each succeeding row of firing levers resting upon a succeeding support strap respectively.

6. In the sea battle game apparatus of claim 1, there being on each battle area a plurality of different sized vehicles having different numbers of longitudinally spaced apertures, with corresponding indicators normally held in

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elevated position by said support pads, the apertures of said vehicles being variably spaced to register with said apertures when in any of the recited positions.

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