Aug. 18, 1942. J. M. MACDONALD 2,293,298

GAME DEVICE

Filed July 25, 1941

Fig. 1

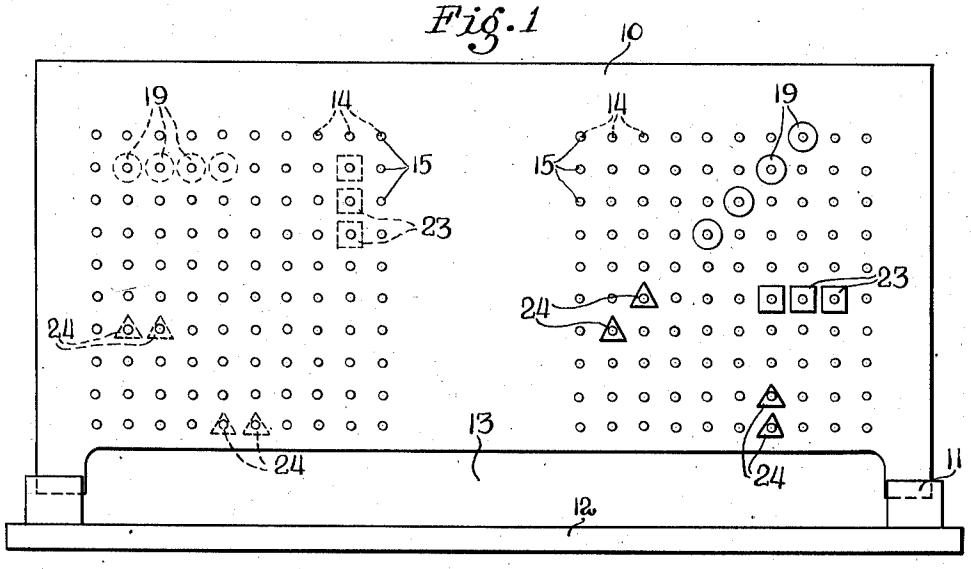


Fig. 2

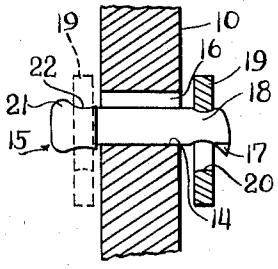


Fig. 3

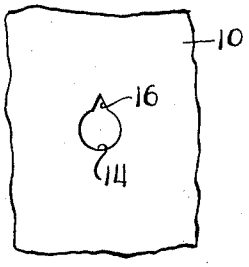


Fig. 4

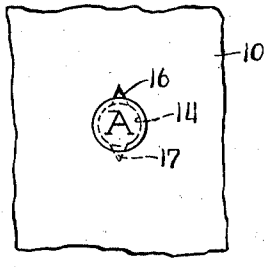


Fig. 5

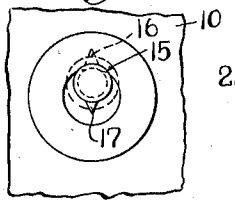


Fig. 6

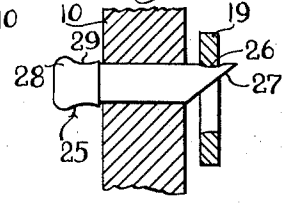


Fig. 7

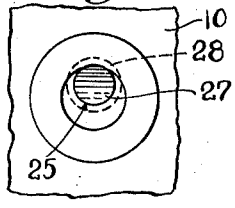
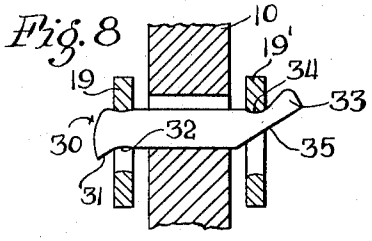


Fig. 8



Inventor
James M. Macdonald
By Edgar Merlid
Atty.

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GAME DEVICE

James M. Macdonald, Evanston, Ill.

Application July 25, 1941, Serial No. 404,088

14 Claims. (Cl. 273—130)

This invention relates to an amusement device. More specifically it relates to a game device by which one player guesses the location of objects placed by another player.

In games of the type known as "Battleship" or "Salvo" wherein a player attempts to determine the location of unseen markers representing warships of various sorts located as desired by his opponent, playing boards or sheets are such that the one player must rely on his opponent to inform him, at the end of his turn, how many hits he has made in his turn. When the game is played on two sheets of paper with marks representing locations, not only must the player rely on his opponent to tell him of the scoring of hits, but he must also tell the opponent of the point at which he has directed a shot. Thus the players must suffer a great deal of annoyance while playing, for they must communicate each time a shot is made. This requirement for constant communication between opponents detracts from the realism of the game. With the device of the present invention, "Battleship" or "Salvo" cannot be played as it is generally played, but a modified form of the game may be played without the requirement for communication between the players. With this device the player making a shot is informed immediately and automatically whether the shot has scored a hit.

An object of the present invention is to provide an improved amusement device.

A further object of the present invention is the provision of an improved device of the type wherein a player attempts to determine the location of markers placed as desired by an opponent.

Another object is to provide a device by which a player attempts to establish the location of points selected by an opponent.

A still further object is the provision of a game device which a player is automatically informed when he has established the location of points chosen by an opponent.

According to the present invention, a vertically held board provided with a plurality of openings carries a plurality of movable members in the openings. One player places markers as desired on some of the members at one side of the board. Another player at the other side of the board from whom the markers are invisible moves the members in an attempt to locate the markers. When he moves a member supporting a marker, the marker falls to the supporting surface of the board and becomes visible to the player through a space between the lower side of the board and the supporting surface.

In the drawing,

Figure 1 is an elevational view of the novel device of the present invention;

Figure 2 is a sectional view through a portion of the device;

Figures 3, 4, and 5 are elevational views of a portion of the device;

Figure 6 is a sectional view through a portion of a modified form of device;

Figure 7 is an elevational view of a portion of the modified form of device; and

Figure 8 is a sectional view of a portion of a second modified form of device.

The reference character 10 designates a board held vertical by supporting blocks 11 on a horizontal supporting part 12, which may be a table top. The lower side of the board 10 is so shaped that there is a space 13 of considerable height between the board and the supporting part. The board is provided with two sets of one hundred openings 14 in which are positioned two sets of one hundred members 15 which are generally of the shape of pins. As seen in Figures 2 and 3, each opening 14 has an upwardly extending key slot 16 through which a key 17 on a member 15 passes in the insertion of the member in the opening. After the insertion has been made, the member is turned through 180 degrees so that the key 17 extends downwardly, and the member cannot be withdrawn. The upright portion of the letter "A" on the head of the member as shown in Figure 4 indicates that the key 17 extends downwardly. The member is provided with a groove 18 for the reception of a circular marker 19 in hole 20 which is of a diameter larger than the diameter of the pin plus the height of the key 17. The opposite end of the member 15 is provided with an enlarged head 21 which also has a groove 22 for the reception of marker 19 as shown in dotted lines. For dislodgment of the marker 19 from the full-line position of Figure 2, the member 15 is grasped by the head 21 and is moved to the left as viewed in Figure 2. The key 17 prevents withdrawal of the member 15 by this movement, but, when the key is brought against the board 10, the marker 19 will have been forced out of the groove 18 by contact with the board 10 and will fall off the end of the member 15. Since the diameter of the opening 20 in the marker 19 is greater than the diameter of the member 15 plus the height of the

key 17, the key will not prevent dislodgment of the marker. The marker may be then placed in the groove 22 on the head 21 of the member 15 on the other side of the board 10 as a reminder that a marker has been dislodged from the pin. The grooves 18 and 22 prevent accidental dislodgment of the marker.

As previously stated the board 10 is provided with two sets of 100 holes 14 in which two sets of members 15 are inserted. This member is merely illustrative and may be larger or smaller as desired. For the playing of a modified form of "Battleship" or "Salvo" a player on the front side of the board may place four circular markers 19 on pins 15 of the set of holes at the right end of the board in a line as indicated in designation of a battleship. The pins 15 in the right set of holes all have their keys 17 extending from the front of the board as viewed in Figure 1, although the keys are not shown because of the small scale of Figure 1. The player also places three markers 23 at the right of Figure 1 as shown, which markers are square instead of round in designation of a cruiser. He also places two sets of triangular markers 24 in designation of two destroyers. A player at the other side of the board places similar markers 19, 23, and 24, as shown in dotted lines, at the other side of the board on members 15 in the set of holes 14 at the left edge of the board. These markers are invisible to the player at the front side of the board. The heads of these members protrude from the front side of the board. The player takes turns of four shots each which consist of pulls of the members 15 toward the player making the pull. When a member supporting a marker is pulled, the marker is dislodged and falls to the supporting part 12, being visible through the space 13. The player may place the dislodged marker upon the member from which it was dislodged, on the head 21 in the manner indicated in dotted lines in Figure 2, as a reminder to him that a marker was dislodged from that member. The game is continued until one player has sunk all the ships of the other player by dislodging all his markers. Sinking of a ship belonging to a player may reduce the number of shots or pin pulls to which that player is entitled in one turn. The significant thing about the device described is not that a game somewhat like "Battleship" or any particular type of game is played, but rather that the firing of a shot or any similar act which the pulling of a member is considered to represent automatically discloses by the dropping of a marker that a hit has been made. The one player is not put to the trouble of informing the other player of the whether or not of a hit. This information comes automatically to the player making the hit by the dropping of a marker, and the striking of the marker upon the supporting part 12 provides the player with a considerable thrill, for the striking upon the supporting part simulates to a marked degree the actual making of a hit.

Figures 6 and 7 illustrate a modified form of member 25 which supports a marker 15 in a groove 26 adjacent an oblique sloping end portion 27. The other end of the member 25 has an enlarged head 28 provided with a groove 29 as in the case of the member 15. For dislodgement of the marker 19 the head 28 is grasped, and the member 25 is rotated. When the sloping end 27 is up, the marker 19 contacts it and slides off the member 25. With this form of member the key and key slot of Figures 2 to 5, inclusive, are unnecessary.

In the modified form of Figure 8 a member 30 may receive a marker 19 at one end and a marker 19' at the other end. The one end of the member 30 is provided with a key 31 and a groove 32 similar to the key 17 and groove 18 of the member 15. The marker 19 rests on the groove 32. Dislodgment of the marker 19 from the groove 32 is effected by a pull of the member 30 to the right as viewed in Figure 8, a portion 33 at the opposite end of the member being grasped. The said opposite end of the member 30 has a groove 34 and an oblique sloping end surface 35 similar to the groove 26 and sloping surface 27 of the member 25. The marker 19' rests in the groove 34. Dislodgement of marker 19' from the groove 26 is effected by rotation of the member 30. Member 30 may be used when the game is played entirely on one set of holes rather than two sets, and players are manipulating the same set of pins.

It will be apparent from the foregoing description that there has been provided a new and improved type of game device in which one player attempts to locate certain markers positioned at points as desired by another player, these markers being invisible to the one player. The significant thing is that the determination of the location of the points is automatically made known to the player. This is accomplished by actuatable parts which are in position at the various possible points at the outset of the game. The indicating elements or markers which represent the selection of certain points by the location of them at the points are so associated with the actuatable elements at the certain points that actuation of the actuatable elements causes the indicating elements to make themselves known.

The member 10 has been designated as a board, but obviously it need not be of wood but may be of any suitable material. The markers are shown to be of various shapes, since this mode of illustrating different things was more easily illustrated in this way. Obviously they may just as well be of different colors or may be different in other respects of identification. The operation of the device has been described in reference to a game somewhat like the game "Battleship," but obviously other games may be played, and the device may be used for educational purposes as well. It has been stated that the upright position of the letter "A" on head 21 of member 15 as shown in Figure 4 designates that the key 17 extends downwardly and thus that the member 15 is 180 degrees away from a position in which it may be withdrawn from the opening 14. Obviously other position-identifying characters may be employed, and the various members may carry different characters as various letters of the alphabet or various members for modification of the game played.

The intention is to limit the invention only within the scope of the appended claims.

What is claimed is:

1. A game device comprising means forming a first field, a plurality of actuatable means positioned at various points in the field and actuatable by a first player, means forming a second field invisible to the first player, a plurality of target means adapted to be operatively associated on the second field with the actuatable means at will by a second player and operative upon actuation by the first player of the actuatable means associated with the target means to

indicate to the first player the fact of actuation of actuatable means associated with target means and thereby the fact of discovery of location of the target means on the second field.

2. A game device comprising a first board means, a first plurality of actuatable means positioned at one side of the first board means and actuatable by one player at the said one side of the first board means, a first plurality of indicating means fewer in number than the first plurality of actuatable means and positionable at will by another player on the other side of the first board means at points opposite some of the first plurality of actuatable means and operable upon actuation of those of the first plurality of actuatable means at points opposite them to indicate to the one player the fact of actuation of actuatable means at points opposite indicating means, a second board means, a second plurality of actuatable means positioned at one side of the second board means and actuatable by the said other player at the said one side of the second board means, and a second plurality of indicating means fewer in number than the second plurality of actuatable means and positionable at will by the said one player on the other side of the second board means at points opposite some of the second plurality of actuatable means and operable upon actuation of those of the second plurality of actuatable means at points opposite them to indicate to the said other player the fact of actuation of actuatable means at points opposite indicating means.

3. A game device comprising a board having a plurality of openings, a plurality of members engaging openings in the board and being movably mounted on the board, a plurality of markers adapted to be held at one side of the board at the openings and to be releasable so as to drop from the board by movement of the members with respect to the board by a player at the opposite side of the board, seeking to learn the location of the markers.

4. A game device comprising a board having a plurality of openings therein, means for supporting the board on a resting place so that the board is vertical and there is a space between the bottom of the board and the resting place, a plurality of members engaging the openings in the board and being movably mounted on the board, and a plurality of markers adapted to be held at the openings at one side of the board and to be released so as to drop to the resting place and to be seen by a player at the other side of the board through the opening between the board and the resting place, the release of the markers being effected by movement of the markers by force applied to the markers at the said other side of the board by the player at the said other side.

5. A game device comprising a board, a plurality of members extending through the board so as to protude from opposite sides thereof, a plurality of markers less in number than the members and engaging some of the members at one side of the board and disengageable from the members so as to drop from the board by movement of the members with respect to the board by a player at the other side of the board, from whom the markers are invisible, and who is attempting to determine the location of the markers by causing them to be disengaged from the members.

6. A game device comprising a board having a plurality of holes therein, a plurality of members extending through the holes and adapted to be moved with respect to the board in a direction from one side of the board to the other, a plurality of markers adapted to engage the members at one side of the board and to be disengaged from the members so as to drop from the board by movement of the members in a direction from the said one side of the board to the other side by force applied at the other side by a player at the other side seeking to learn the location of the markers.

7. A game device comprising a board having a plurality of openings therein, a plurality of members extending through the openings and adapted to be rotated with respect to the board, a plurality of markers adapted to engage the members at one side of the board and to be disengaged from the members by rotation of the members by force applied at the other side of the board by a player at the said other side seeking to determine the location of the markers.

8. A game device comprising a board having a plurality of openings therein, a plurality of members extending through the openings and protruding from opposite sides of the board a plurality of markers positionable on the members at one side of the board at will by a player at the said one side of the board and releasable so as to drop from the board by movement of the members with respect to the board by force applied at the other side of the board by another player at said other side seeking to establish the location of the markers, the markers being positionable at the said other side of the board on the protruding portions of the members from which the markers dropped as aid to the said other player in remembering the location of the markers.

9. A game device as specified in claim 8, each member having an external groove in which a marker may rest so as to be prevented from accidental disengagement from the member.

10. A game device comprising a board having a plurality of openings therein, a plurality of members extending through the openings and adapted to be rotated with respect to the board, a plurality of markers having perforations and adapted to be supported by the members at one side of the board with the members extending through the perforations and to be dropped from the members by rotation of the members by force applied at the other side of the board by a player at the said other side seeking to determine the location of the markers.

11. A game device comprising a board having a plurality of openings therein, a plurality of members extending through the openings and adapted to be rotated with respect to the board and having a sloping portion on one side adjacent one end, a plurality of markers having perforations and positionable at one side of the board on the members at the end adjacent the sloping portion but on the side opposite them with the members extending through the perforations and being releasable from the members by rotation thereof by force applied at the other side of the board by a player at the said other side of the board seeking to discover the location of the markers, the release of the markers taking place resulting from contact of the markers with the sloping portions of the members.

12. A game device comprising a board having a plurality of openings therein, a plurality of members extending through the openings and

adapted to be moved with respect to the board in a direction from one side of the board to the other side, a plurality of markers having perforations and adapted to be supported by the members at one side of the board with the members extending through the perforations and to be dropped from the members by movement of the members in a direction from the said one side of the board to the other side by force applied to the markers at the said other side of the board by a player at the said other side seeking to determine the location of the markers.

13. A game device comprising a board having a plurality of openings therein, a plurality of members engaging the openings and movably mounted on the board, each member having locking means formed thereon which makes possible the withdrawal of the member from an opening in the board in a certain angular position of the member and makes withdrawal impossible upon rotation of the member to another angular position, a plurality of markers adapted to be held at one side of the board and to be releasable so as to drop from the board by movement of the members with respect to the board by a player at the opposite side of the board seeking to learn the location of the markers.

14. A game device comprising a vertical board having a plurality of openings therein with key slots extending upwardly from the openings a plurality of members having keys extending from one side at one end thereof and positioned in the openings with the keys normally extending downwardly and being at one side of the board, there being indicia at the other end of the members at the other side of the board indicating the fact that the keys extend downwardly and thereby that the members cannot be withdrawn from the board, the members being insertable in the board with the keys extending upwardly and passing through the key slots in the board, a plurality of markers having holes therein larger than the diameter of the markers plus the height of the keys and being positionable on the members at the said one side of the board with the members extending through the holes and being releasable from the members by movement thereof in a direction from the said one side of the board to the other side by a force applied at the said other side by a player at the said other side, the keys on the members offering no resistance to release of the markers since the keys extend downwardly and the holes in the markers are larger than the diameter of the markers plus the height of the keys.

JAMES M. MACDONALD.