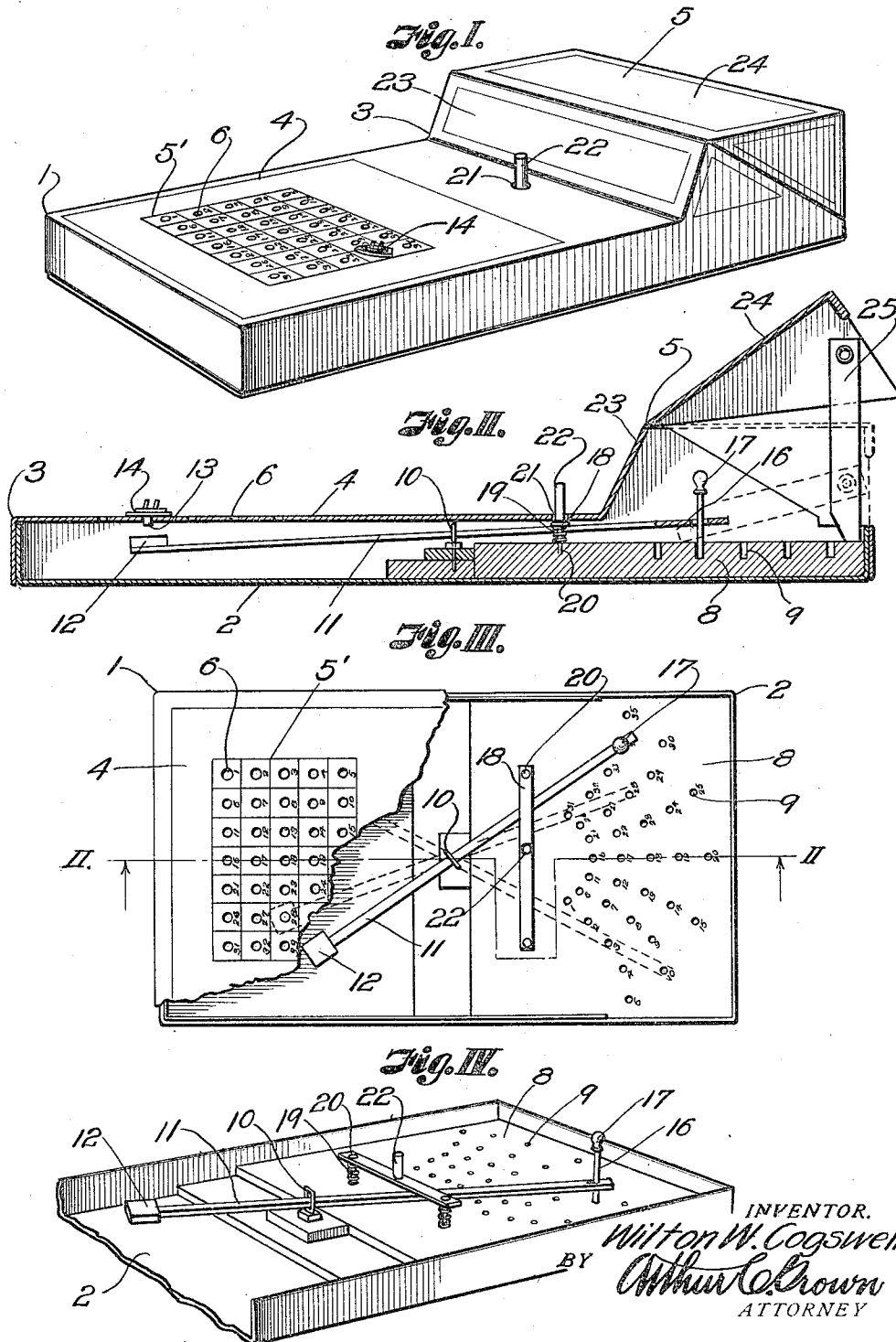


W. W. COGSWELL.
GAME.
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UNITED STATES PATENT OFFICE.

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Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, WILTON W. COGSWELL, a citizen of the United States, residing at Kansas City, in the county of Jackson and State of Missouri, have invented certain new and useful Improvements in Games; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

My invention relates to games, and more particularly to a game wherein the skill and knowledge of an adult familiar with the principles of chess or checkers may be employed or which may be played by those having no such skill or knowledge, the principal object of the invention being to provide a game which may prove of interest to persons of various ages and experience.

In accomplishing this object, I have reduced the game to certain details of construction, the preferred forms of which are illustrated in the accompanying drawings wherein:—

Figure I is a perspective view of the game as it appears with the manipulative end closed.

Fig. II is a longitudinal vertical section of the same, on the line II—II' Fig. III, the manipulative end being opened as when the game is in use.

Fig. III is a plan view of the game with the top of the case removed to disclose the manipulative parts.

Fig. IV is a perspective view of the manipulative parts, the upper portion of the case being removed.

Referring more in detail to the drawings:—

1 designates a case, preferably of stiff or rigid material (for reasons presently set forth) and also preferably comprising a box-like lower portion 2 and a cover-like upper portion 3, although the detail construction of the case is immaterial.

The cover 3 is divided into what may be termed a board section 4 and a hood section 5, the board section having its greater portion covered with a field 5' of squares, to somewhat resemble a checker or chess board, each square being numbered and provided with an aperture 6 that extends entirely

through the board to the interior of the case. The numerals on the squares extend in rows, running longitudinally of the board to correspond with a setting table presently mentioned; *i. e.*, presuming the field to contain 35 squares arranged in longitudinal rows of 5 each and transverse rows of 7 each, the longitudinal rows would be numbered from 1 to 5, etc., as shown in the drawings. This particular arrangement is convenient but not essential as any other suitable arrangement may be employed.

In the bottom of the case, at the hood end, is a table 8 having sockets 9, also preferably arranged in rows of any definite order corresponding to the rows of squares on the field 5 in order that a player may readily locate a desired row or a particular socket in a row corresponding with an aperture or square in the field; the sockets 9 being numbered to correspond with the numbers of the squares. In the preferred form shown in the drawings, the field of sockets is fan shaped with the guide 10 as a center.

The guide 10 is located forwardly of the hood 5 and preferably comprises a closed keeper, within which a beam 11 is adapted to slide and fulcrum. The beam 11 is of sufficient length to reach from the farthest point of the board 4 to the farthest point on the field of sockets in the table 8 and has sufficiently free movement in the keeper to allow its placement in any desired position within its range of movement, the bearing of the beam on the base of the keeper 10 and the construction of the bottom of the keeper being such that the beam fulcrums easily on the keeper.

One end of the beam 11 is provided with a head 12 adapted to underlie the shank 13 of a pawn 14, here shown to represent a boat, although this particular adaptation of the body is not essential. In the present instance the boat is selected, as the objective of one player may be said to be to conduct the boat across a body of water represented by the field of squares, while the objective of the other player is to destroy the boat as hereinafter described. It is apparent that the objectives may be varied by varying the character of the pawn. At the opposite or hood end of the beam the latter is provided with a pin 16, the lower end of which is adapted to seat in any selected socket 9 and the upper end of which has a knob 17 whereby the pin may be easily grasped to

effect its proper placement. Located back, *i. e.*, at the hood side, of the guide or keeper 10, is a plunger comprising a bar 18 that overlies the beam 11 and is supported by springs 19, preferably seated on the table 8 and guided by pins 20 on the ends of the bar 18. On the top of the bar 18 and extending freely through an aperture 21 in the top of the case 1, preferably adjacent the hood 5, is a stud 22, which normally projects sufficiently from the case to be easily struck by a player, although protected by the hood to obviate accidental actuation. The hood 5 preferably comprises a raised part of the case 1 and is made up of a body 23 integral with the body of the cover 3 and a lid 24 that is hinged to the body proper to swing upward and expose the table 8 from the rear of the hood, the lid 24 being preferably provided with legs 25 that are pivoted to the lid and adapted to bear against the table to support the lid in open position or to house within the hood to allow the lid to close.

With this construction and arrangement, the socket table is concealed from the player manipulating the pawn, as the pin 16 is set before the pawn is moved and the player making the second move must be in ignorance of the position of the pin.

In playing the game, assuming the same to be constructed and assembled as described, one player may be said to take the defensive in that he attempts to conduct the vessel or other body across the body of water or other field, while the opposing player attempts to check the progress of the vessel. The principle of the game is much similar to checkers or chess, in that each movement of the pawn is limited to one square in any direction. The player having the defensive starts the pawn from any square in the first row at one side of the field and the player on offensive then places the beam pin 16 in a socket in the table corresponding to a similarly numbered square adjoining that selected by the player controlling the pawn on which he thinks the defender may plant the pawn at his next move, in his attempt to cover the field. Assuming that the player in the offensive was not successful in selecting the number corresponding to the number of the square to which his opponent moves the pawn, the defender may be said to have won that move and may move again. Before the second movement is made, the player in the offensive can position the pin in a socket corresponding with a square adjoining that upon which the pawn is then located. Should he be successful in selecting the proper number, that is, should the defender place the pawn on the square corresponding to the socket in which the pin 16 is located, the other player following placement of the pawn, strikes the plunger shank 22 and

forces the plunger down against the beam 11. The beam, under influence of the plunger, fulcrums on the keeper 10 so that head 12 is thrust against the end of shank 13 of the pawn, the impact throwing the pawn upwardly to displace it from its position on the field. If the game is adapted to simulate naval warfare, the boat may be said to be destroyed and the game ends, the player on the offensive winning. If, however, the player on the offensive is unable to select the proper number and the player manipulating the pawn conducts the pawn step by step across the board until he reaches the final row of squares, he is declared the winner.

While I have referred specifically to details of structure, to embodiment of the pawn and principle of play, it is apparent that this has been chiefly to better disclose the invention and without thought of limitation of its scope as variations may be made without departing from the spirit of the invention.

Having thus described the invention what I claim as new therein and desire to secure by Letters-Patent is:

1. A game comprising relatively exposed and hidden fields, a pawn for movement on the exposed field and means adjustable from the hidden field for displacing said pawn from set position on the field.

2. A game comprising relatively exposed and hidden fields, a pawn for movement on the exposed field means adjustable from the hidden field to certain positions thereon operable to displace said pawn, when the latter is moved to a corresponding position on the exposed field, and a member for actuating said displacing means.

3. A game comprising relatively exposed and hidden fields, having corresponding locations marked thereon, a pawn for movement on the exposed field and a lever having one end adjacent to the hidden field adjustable to the different locations thereon and having an opposite end in position for affecting said pawn when the latter is moved to a location on the exposed field corresponding to the lever on the hidden field.

4. A game comprising relatively exposed and hidden fields having corresponding locations marked thereon, a pawn for movement to the various marked locations on the exposed field, a lever having an actuating end adjustable from the hidden field to the various marked locations thereon and its opposite end movable adjacent the exposed field to effect displacement of the pawn when the latter is moved to a location corresponding to that at which the actuating end of the lever is located.

5. A game comprising an exposed field having apertures therethrough, and a hidden field provided with sockets corresponding to

the field apertures, a pawn movable on the exposed field and having a shank extending therefrom adapted for projection through the said apertures, an actuating lever having an actuating end provided with a pin applicable to the sockets of the hidden field and an opposite end movable beneath the exposed field to contact the pawn shank to effect displacement of the pawn when the latter is moved to a location corresponding to that at which the actuating end of the lever is located.

6. A game comprising an exposed field divided into sections and having apertures therethrough in each section and a hidden field provided with sockets corresponding to the said field apertures, a pawn movable on the exposed field and having a shank adapted for projection through said apertures, a lever having an actuating end movable over the hidden field and provided with a setting pin applicable to any of said sockets and an opposite end movable automatically by location of the setting pin, beneath a corresponding aperture in the exposed field for the purpose set forth.

7. A game comprising a base and cover section, said cover section having an exposed field marked thereon and having apertures therethrough for receiving a pawn and said base section comprising a field hidden by said cover having sockets therein corresponding to said exposed field apertures, a keeper member mounted on the base, a lever slidably mounted in said keeper having an end provided with a setting pin applicable to said sockets in the hidden field and an opposite end movable by location of the setting pin beneath the exposed field and into registration with an aperture therein corresponding to the selected socket and a plunger having an actuating member extending through said cover whereby the lever may be actuated for the purpose set forth.

8. A game comprising base and cover members having hidden and exposed fields respectively thereon, the said cover member being provided with apertures extending through the exposed field for receiving a pawn therein and the base member having sockets therein corresponding to the said apertures, a keeper member mounted on the base member, a lever pivotally supported and slidable in said keeper member having an actuating end movable over the hidden field and on a setting pin applicable to any of said sockets and an opposite end automatically located by location of the setting pin, beneath the exposed field in registration with an aperture corresponding to the selected socket and a plunger mounted on the base having an actuating stem extending through said cover member yieldingly operable to actuate the lever for the purpose set forth.

9. A game comprising base and cover

members; the base member having a field marked thereon and the cover member comprising a board portion having a playing field marked thereon and a hood position for hiding the base field from a person using the exposed field but permitting access to the base field by a person using the same; the said cover member having apertures therethrough at certain locations on the exposed field and the base member having sockets located on the hidden field correspondingly to the apertures of the exposed field, a pawn having a shank applicable to said cover apertures, a keeper member mounted on the base member, a lever pivotally and slidably contained in said keeper member having a slotted actuating end movable over said hidden field into registration with said sockets and an opposite end automatically movable by location of the actuating end into registration with an aperture corresponding to the selected socket, a setting pin extending through said lever slot and applicable to said base sockets to retain the lever at a set position and a plunger mounted on the base member comprising a cross bar yieldingly movable into engagement with the lever to actuate the latter to displace the pawn from the exposed field.

10. A game comprising base and cover members; the said base having a field marked thereon and sockets located in said field, the said cover comprising a board portion having an exposed field marked thereon and provided with apertures corresponding to the sockets of the base field and having a hood portion pivotally attached thereto for hiding the base field from one using the exposed field but permitting access thereto, a pawn movable on the exposed field having a shank adapted for projection through said cover apertures and means located beneath the cover and operable from the hidden field for engaging said shank to displace said pawn from the exposed field.

11. A game comprising base and cover members; the said base having a field marked thereon and sockets located in said field, the said cover comprising a board portion having an exposed field marked thereon provided with apertures corresponding to the sockets of the base field and having a hood portion pivotally attached thereto for hiding the base field from a person using the exposed field but permitting access thereto to an opposing player, a pawn movable on the exposed field having a shank applicable to the said cover apertures, a keeper member mounted on the base member, a lever pivotally and slidably contained in said keeper member having a slotted actuating end movable over said hidden field into registration with said sockets and an opposite end automatically movable by location of the actuating end into registration with an aperture

corresponding to the selected socket, a setting pin extending through said lever slot and applicable to said base sockets, to retain the lever at a set position and a plunger 5 mounted on the base member comprising a cross bar yieldingly movable into engagement with the lever, and a stem mounted on the said cross bar extending through said cover whereby the cross bar may be moved to actuate the lever to effect a displacement 10 of the pawn.

In testimony whereof I affix my signature.

WILTON W. COGSWELL.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."