

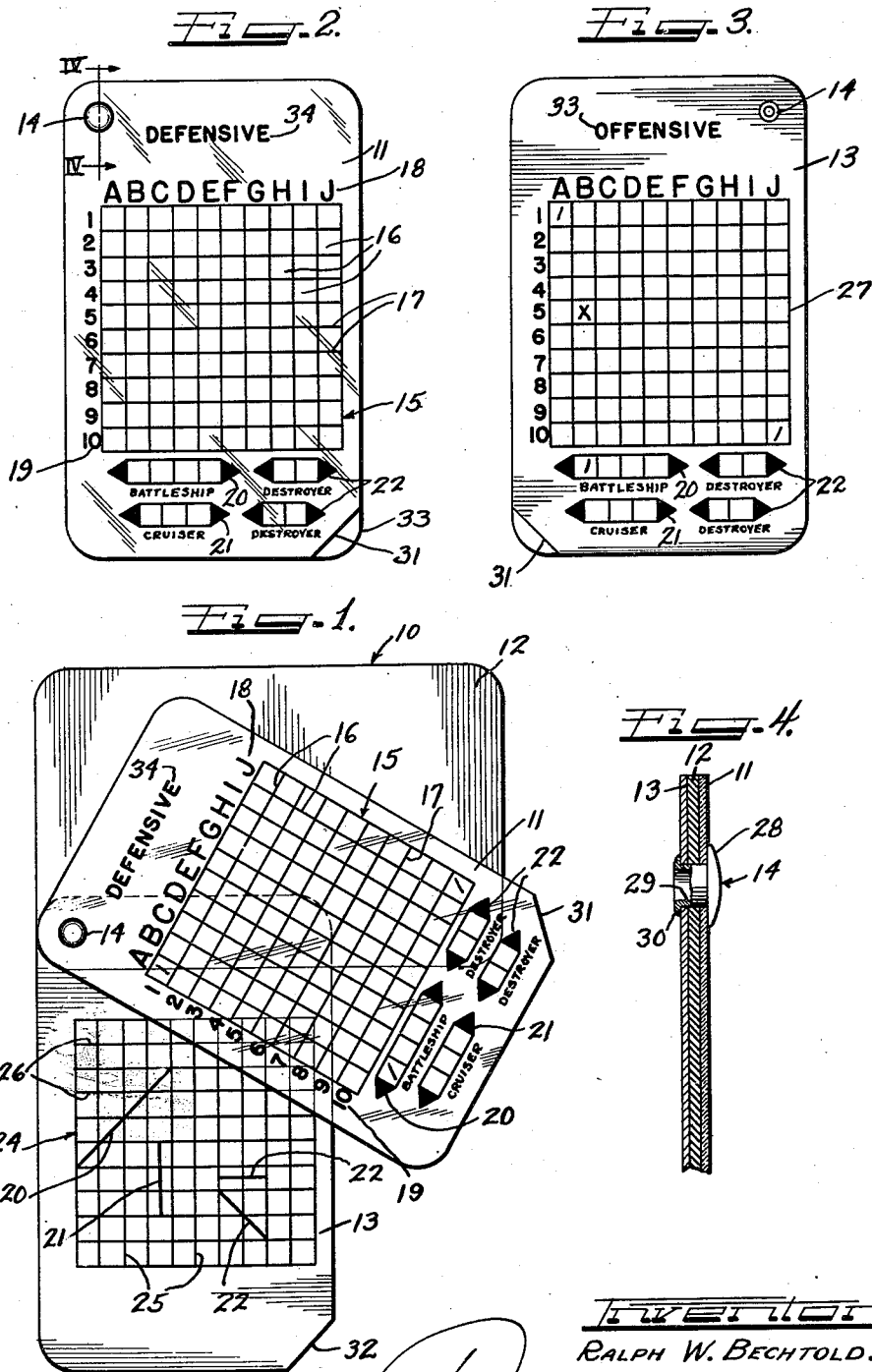
July 21, 1942.

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2,290,266

GAME

Filed April 7, 1941



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Fig. 1

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Fig. 4

UNITED STATES PATENT OFFICE

2,290,266

GAME

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Application April 7, 1941, Serial No. 387,221

7 Claims. (Cl. 273-130)

The present invention relates to a device for playing a game and is more particularly directed to a manifold arrangement of cards with marking and playing indicia thereon.

Generally, the game device of this invention consists of three cards, of which the top and bottom cards have aligned marking and playing indicia thereon. The top card is transparent, while the underlying cards are opaque. All three cards are pivotally connected together at one corner thereof in order that the intermediate opaque card may be withdrawn by being swung to an out-of-the-way position and marks, inserted by the players on the top and bottom cards, may be aligned.

The usual card games of this type in use at the present time are objectionable in that they are usually played with loose and unconnected cards or sheets of paper. Whenever the game requires that the cards or sheets be marked, they usually are destroyed after each game. The use of separate and unconnected cards or sheets in playing a game such as applicant provides would require that the marking indicia thereon be manually aligned as each game is played, with the indicia being held in alignment until the game is completed. Such an arrangement would be so laborious that it would detract from the enjoyment of the game. Furthermore, by providing a transparent card in connected combination with opaque cards, applicant provides a novel card arrangement whereby a portion of the game may be masked from an opponent's view and, when desired, the game portion may be viewed, for scoring purposes.

It is, therefore, an object of the present invention to provide a game device in which all of the foregoing objectionable features are eliminated.

A further object of this invention is the provision of a game device having pivotally connected sheets or cards of equal size, with marking indicia and playing marks thereon brought into alignment when the edges of the sheets or cards are in alignment.

Another object of this invention is the provision of a game device having pivotally connected cards, an intermediate card of which masks the playing indicia on cards adjacent thereto.

Another and still further object of this invention is to provide a game device having connected superimposed cards or sheets, with the top sheet or card being transparent and having playing indicia thereon for visible alignment with similar

indicia on another sheet or card when the intermediate sheet or card is withdrawn from between those having the playing indicia thereon.

A still further object of this invention is to provide a game device having a plurality of connected sheets or cards with corners of alternate sheets or cards being cut away to facilitate gripping of an intermediate card, or sheet, at the corner thereof.

The novel features believed to be characteristic of the present invention are set forth with particularity in the appended claims. The invention itself, however, both as to its organization and manner of construction, together with further objects and advantages thereof, may best be understood by reference to the following description, taken in connection with the accompanying drawing, in which:

Figure 1 is a face view, in elevation, illustrating in a fanwise position elements of a game device constructed in accordance with the principles of the present invention;

Figure 2 is a face view, in elevation, of the device illustrated in Figure 1 when the elements thereof are in aligned superimposed relation;

Figure 3 is a view similar to Figure 2, illustrating the rear face of the game device shown in Figure 1; and

Figure 4 is a fragmentary enlarged vertical cross-sectional view, with a portion of a part in elevation, as seen when looking in the direction of the arrows substantially along the plane indicated by the line IV-IV of Figure 1.

The game device 10, best illustrated in Figure 1, generally consists of a plurality of cards 11, 12 and 13 connected together in superposed relation by means of a rivet 14 at one corner thereof.

The cards 11, 12 and 13 are generally rectangular in shape and are of equal size in order that the marking and playing indicia thereon may be aligned merely by aligning the edges of the pivotally connected cards.

The top card 11 is formed of any suitable transparent material, such as Celluloid or the like. A square design 15, having a plurality of small squares defined therein by vertically extending lines 16 and horizontally extending lines 17, is printed on a face of the top card 11. It is to be understood, however, that the design 15 is shown as embodying a plurality of squares merely by way of example. Designs of other shapes may be used equally as well.

At the top of the design 15, along the abscissa axis, the vertical rows of small squares are identified by the letters 18. At the left of the design

15, along its ordinate axis, the horizontal rows of small squares are identified by the numerals 19.

A figure 20 is printed or otherwise formed on the card 11 below the squared design 15 and represents a target or objective, which in this case is a battleship, the number of guns thereon being designated by four small squares. Similarly, a cruiser 21 and a pair of destroyers 22 are printed on the card 11, with their respective number of guns being indicated by the number of squares into which they are divided. In the case of the cruiser, the number of guns is designated by three small squares, while the destroyers have two guns each as shown by the two small squares.

While the example used illustrates warships as the targets or objectives, it is to be understood that any type of target or objective may be used whose size or length is designated by the number of small squares.

The inside face of the card 12 has printed or otherwise formed or provided thereon a square design 24 which is divided in a plurality of small squares by the vertical lines 25 and the horizontal lines 26. The squared design 24 has the same dimensions as the squared design 15, with both designs being printed on their respective cards to be aligned in superimposed relation when the edges of the cards are in alignment.

As best shown in Figure 3, the bottom card 13 has printed or otherwise formed on the outside face thereof a squared design 27 whose vertical rows of small squares are identified by letters, and the horizontal rows of small squares are identified by numbers in exactly the same manner as shown on the card 11. Likewise, the figures 20, 21 and 22 denoting the targets or objectives are also provided below the squared design 27, to be used in keeping a record of the progress of the game.

It has already been pointed out that the top card 11 is provided of transparent material. Card 13 is formed of an opaque material on which lines and marks can be pencilled in the squared designs 24 and 27. The material is such as to permit erasing of the pencilled marks without injury to the material itself. Erasing may be done with a wad of damp paper or fabric, or by any other suitable means. The card 12 is formed of any suitable opaque material for masking the squared design 24 on the card 13 when inserted between the cards 11 and 13. When the card 12 is in its masking position, the manifold arrangement of cards is as illustrated in Figure 2.

In order that the cards may be easily aligned and held in any desired position, a rivet 14 is provided therethrough. As best shown in Figure 4, the rivet 14 has an enlarged head 28 and a hollow shank 29 which extends through the cards. The end of the shank is then deformed to provide a curled edge 30 which coacts with the head 28 to hold the cards therebetween. It is to be understood, however, that any suitable rivet, pin or other similar means may be used in place of the rivet 14. As best shown in Figure 2, it is preferred that the rivet 14 extend through adjacent portions of the cards near one of the corners thereof. However, if desired, the rivet 14 may be inserted through the cards along any of their adjacent edges.

Adjacent corners of the top card 11 and the bottom card 13 may be recessed or, as preferably shown, may be cut diagonally as at 31 and 32 in order to expose the corner portion 33 of the card 12. This permits the cards 11 and 13 to be

grasped in the left hand and the corner 33 of the card 12 to be grasped by the fingers of the right hand, so that the card 12 may easily be withdrawn from its masking position.

Any number of groups of two persons each may play the game of this invention. While only one manifold card arrangement has been illustrated and described, each person playing is provided with a card arrangement 10 and, if desired, the assemblies may be distinguished by coloring the masking cards 12.

Each player begins with the same number of targets or objectives. The targets or objectives illustrated consist of four warships of varying gun-power. As shown in Figure 1, a battleship is placed on the squared design 24 by choosing any four squares that lie in a diagonal direction or in a straight line running either vertically or in a horizontal direction. As shown, the battleship 20 is designated by a line drawn diagonally through four adjacent squares. Likewise, the cruiser 21 and each of the destroyers 22 are drawn by lines of suitable length on the squared design 24. The cards are then rotated to an aligned position, as illustrated in Figure 2, in which the card 12 masks the squared design 24 from view through the card 11.

The opposing player is then permitted to fire the same number of shots as the total number of squares designating guns making up the targets, which, in the present instance, is 11. Four shots are allowed for the battleship, three for the cruiser, and two for each of the destroyers. The firing is by choosing certain squares designated by the coordinates on the squared designs. A player commencing the game marks his eleven shots on the rear of the card 13, which is designated "Offensive," as at 33. For example, the offensive player marks each of the squares he chooses by the numeral "1," indicating the first salvo of shots. By way of example, in Figure 3, if the first shot is to be placed in the upper left-hand corner, the shot will be designated by the square "A1." If the second shot is the lower right-hand corner, it will be designated as "J10." The remaining nine shots are designated on the squared design 27 in a similar manner. As the shots are called by the offensive player, the other player, on the defensive as marked at 34 on the card 11, likewise marks his card with the numerals "1" in the small squares of the squared design 15.

When the offensive player has completed his salvo of shots, the defensive player withdraws the masking card 12 from a position between the cards 11 and 13 to sight the numerals "1" on the squared design 15 in alignment with the underlying squares on the squared design 24. If any of the numerals "1" fall upon a square through which are drawn the lines designating the targets or objectives, the defensive player advises the offensive player the number of scoring hits on each vessel so affected. Clearly, offensive shots "A1" and "J10" overlie blank squares on the squared design 24. However, if the offensive player has made the shot marked "X" and which is designated by the coordinates "B5," a direct hit will have been made on the battleship 20 as the line thereof crosses through a square on the design 24 underlying the square "B5" on the design 27. If this is the only direct hit by the offensive player, he records the hit by placing the numeral "1" in one of the squares of the battleship on his card 13. The defensive

player does likewise, by marking the single hit on the battleship 20 on his card 11.

The defensive player now takes his turn at firing at the targets or objectives of the offensive player. However, as one hit has been scored on the battleship of the defensive player, only ten of his guns may be fired, as one gun has been placed out of commission by the hit scored by the offensive player.

The offensive player indicates his vessels by straight lines on the squared design 24 of his card in a manner similar to that previously described herein. The defensive player designates his shots by the coordinates on the squared design 27 on the outer face of the card 13. These shots are also denoted by the numerals "1." Subsequent salvos are designated by the figures "2," "3," "4," etc. After the firing of ten shots by the defensive player, the original offensive player withdraws the masking card 12 to align the marks through the transparent card 11 on the targets or objectives previously marked on the inside face of his card 13. The original defensive player is then advised of the number of hits, which both players mark on their respective cards. It is to be noted that each of the card arrangements provides a "defensive" and an "offensive" side thereon. The number of hits scored on the defensive player's warships will always show on his "defensive" card, and also on the "offensive" card of the offensive player. Similarly, the number of hits scored on the offensive player's vessels will be indicated on the "defensive" side of his card arrangement and also on the "offensive" side of the original defensive player's card device.

The firing is continued until one player scores hits on all of the guns of the opposing player's targets or objectives. The firing is continued alternately, and it is possible for one player to locate each of the enemy's ships by reference to the salvo numbers of shots that took effect, and of which a record is kept as previously stated.

It will be apparent that the designs to be aligned on each of the card arrangements may be varied from that illustrated. Likewise, the designation and size of the targets may be changed.

The game device illustrated and described herein requires skill in playing and is so arranged that the cards may be quickly and easily handled and aligned. The pencil markings thereon at the end of the game may be erased in order that the arrangement may have unlimited use.

While a particular embodiment only of this invention has been illustrated and described it will, of course, be understood that the invention should not be limited thereto, since many modifications may be made and, therefore, it is contemplated by the appended claims to cover all such modifications as fall within the true spirit and scope of the invention.

I claim as my invention:

1. A game device comprising top and bottom game cards having correspondence playing indicia thereon, said top game card being transparent, and a masking card insertible between the top and bottom cards for screening the bottom card both visually and against transfer of marks whereby the top and bottom cards may be marked and the masking card removed to determine aligning of the marks on the cards.

2. A game device comprising a manifold card arrangement, the bottom card of said arrange-

ment having playing indicia on a side thereof, the top card of said arrangement being transparent and having playing indicia thereon similar to the indicia on said bottom card, a masking card between said top and bottom cards for screening the bottom card both visually and against transfer of marks inserted in the indicia of the top card, and means connecting said cards together.

3. A game device comprising a manifold card arrangement, one of said cards being transparent and having playing indicia thereon, another of said cards having playing indicia thereon similar to the indicia on said one card, a masking card between said first mentioned cards for screening said another card both visually and against transfer of marks inserted in the indicia of said one card, and means pivotally connecting said cards together whereby the playing indicia and marks inserted therein on said first-mentioned cards may be visibly aligned when the masking card is withdrawn from a position therebetween.

4. A game device comprising a plurality of sets of manifold card arrangements each of said sets comprising a bottom card having playing indicia on one side thereof for one purpose and playing indicia on the other side thereof for another purpose, a transparent top card having playing indicia thereon in alignment with the playing indicia on one side of said bottom card when the cards are in edge alignment, an intermediate masking card between said top and bottom cards for screening the bottom card both visually and against transfer of marks inserted in the indicia of the top card, and means pivotally connecting said cards for moving them into and out of edge alignment.

5. A game device comprising a manifold card arrangement, the bottom card of said arrangement having playing indicia on a side thereof, the top card of said arrangement being transparent and having playing indicia thereon similar to the playing indicia on said bottom card, a masking card between said top and bottom cards for screening the bottom card both visually and against transfer of marks inserted in the indicia of said top card, and means pivotally connecting said cards together, said top and bottom cards having adjacent cut-out portions exposing a portion of the masking card whereby it may be grasped and withdrawn from a position between the adjacent cards and the playing indicia and marks inserted therein on said adjacent cards be visibly aligned.

6. A game device comprising a plurality of sets of manifold card arrangements, each of said sets having cards arranged for edge alignment, a tubular pivot passing through adjacent corners of said cards, the bottom card of each set having playing indicia on one side thereof for one purpose and playing indicia on the other side thereof for another purpose, the top card of said arrangement being transparent and having playing indicia thereon adapted for alignment with the indicia on the side adjacent said bottom card when the cards are in edge alignment, and an intermediate masking card operable about said tubular pivot into and out of position between said top and bottom cards for screening said bottom part both visually and against transfer of marks inserted in the indicia of said top card, said top and bottom cards having adjacent corners with diagonally extending edges exposing an adjacent corner of the masking card whereby the latter may be grasped and withdrawn from a position between the top and bottom cards and the

playing indicia thereon and any marks entered therein visibly aligned.

7. A game device comprising a plurality of sets of manifold card arrangements for offensive and defensive players, each set having at least 3 cards of equal size in superimposed relation, pivot means connecting the cards of each set together for rotating them into and out of edge alignment, the top card of each set being transparent and having square playing indicia thereon for receiving playing marks, letters along an abscissa axis of said square playing indicia, numerals along an ordinate axis of said square playing indicia, and warship targets beneath said square playing indicia whose guns are defined by squares, the bottom card of each set being opaque and having on its inner face square playing indicia of the same size as the square playing indicia on said top card for receiving playing lines indicating the de-

fense by the number of guns of each of said warships, said square playing indicia being in superimposed alignment when said top and bottom cards are in edge alignment, the outer face of said bottom card having thereon playing indicia similar to the indicia on said top transparent card for indicating the offense by the shots fired, and an opaque intermediate card insertible between said top and bottom cards for masking the bottom card both visually and against transfer of marks entered in the indicia of said top card, said masking card, when withdrawn from its intermediate position, permitting the playing marks on the indicia of said top card to be visibly aligned with the warship lines of the indicia on the inner face of said bottom card for determining scores.

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