

United States Patent

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**[54] GAME BOARD WITH APERTURES AND
SELECTIVELY MATING PIECES THEREFOR**
7 Claims, 12 Drawing Figs.

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[50]	Field of Search	273/130A, 130AB, 130D, 131B, 131BA, 131K, 131KC, 131KN, 131KP, 131L

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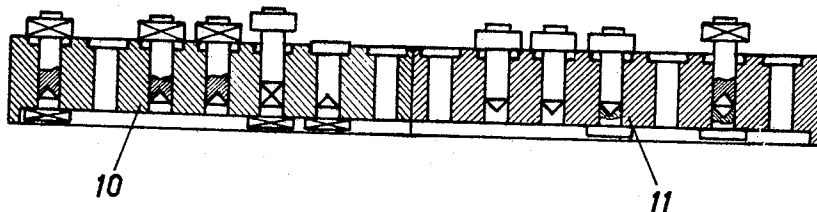
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ABSTRACT: A game of battles consisting of two plates one for each of two players, each plate formed with holes extending through and through. The game is played with two sets of pawns, respectively offensive pawns and defensive pawns. The offensive pawns are meant to be introduced in the holes by one of the plate faces while the defensive pawns are meant to be introduced in the holes by the other face of the plates. The pawns are further of two groups: on group comprising half the offensive pawns formed with a conical recess at one end adapted to mate with a conical projection formed on half the defensive pawns so that when two of such mating pawns are inserted into a hole, they completely fill that hole: the other group comprising the other half of the offensive pawns which are formed with conical projections at the end thereof adapted to mate with conical recesses formed on the remaining half of the defensive pawns, again so that when these two mating pawns are inserted in a hole they completely fill that hole and such that when an offensive pawn of one group is inserted in a hole already containing a defensive pawn of the other group, the offensive pawn only and visibly partially fills that hole.



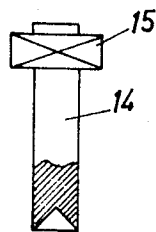
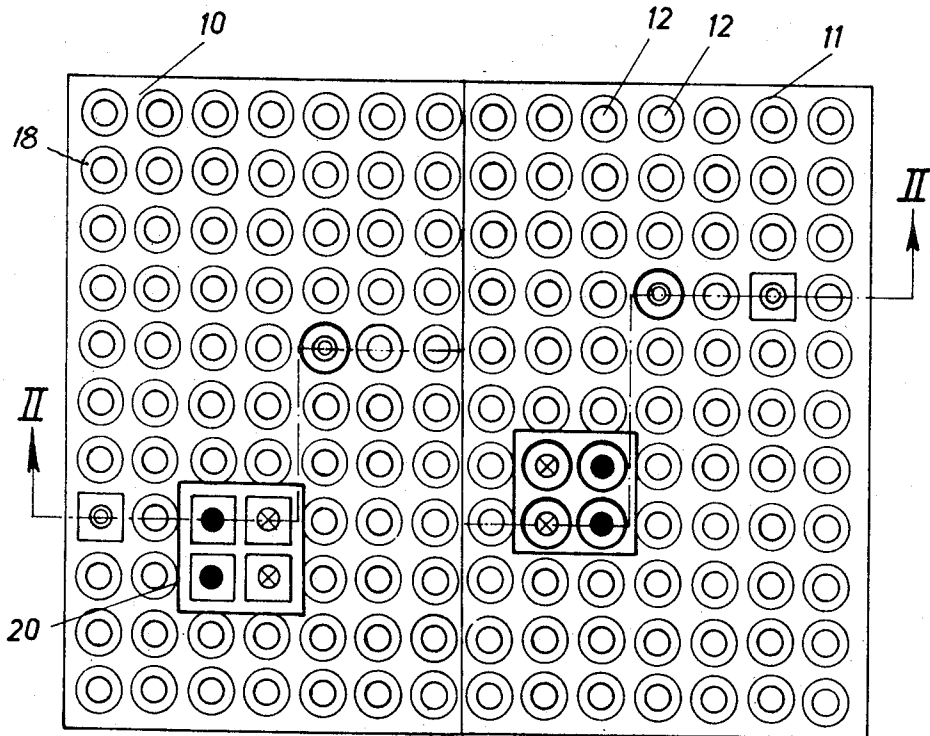
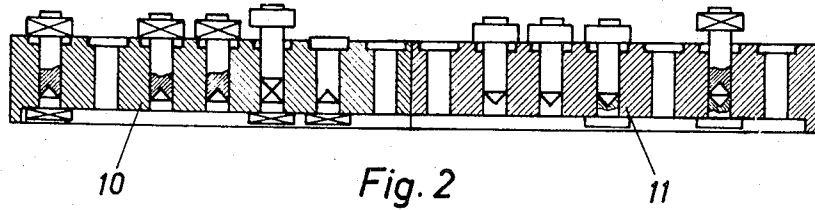


Fig. 3

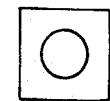


Fig. 4

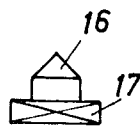


Fig. 5



Fig. 6

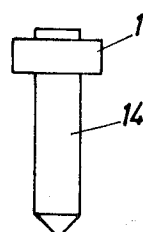


Fig. 7



Fig. 8

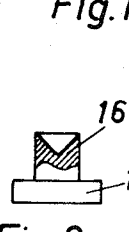


Fig. 9



Fig. 10



Fig. 11



Fig. 12

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GAME BOARD WITH APERTURES AND SELECTIVELY MATING PIECES THEREFOR

The present invention relates to a game of battles adapted to be played, in principle, by two persons.

This game is characterized by the fact that it comprises, on the one hand, two plates pierced through and through by holes and, on the other hand, by two different sets of pawns illustrating offensive means and defensive means adapted to be inserted into the holes by the upper face, respectively by the lower face of the plates; the pawns of each set further belonging to two different groups in such a manner that when a defensive pawn is inserted into a hole, an offensive pawn of the same group may be completely inserted in the same hole whereas an offensive pawn of the other group may only be inserted therein partially.

The invention will now be described with reference to the appended drawing giving, by way of example, a preferred form of the invention and wherein:

FIG. 1 is a plan view of the game of the invention;

FIG. 2 is a cross-sectional view taken along line II-II of FIG. 1;

FIGS. 3, 5, 7, 9 and 11 are side elevational views of various pawns and;

FIGS. 4, 6, 8, 10 and 12 are plan views of such respective pawns.

The game illustrated comprises, on the one hand, two identical plates 10 and 11 of rectangular shape, pierced through and through by holes 12 having a counterbore 18 and aligned according to two directions parallel to the sides of the plates and, on the other hand, pawns provided with shoulders and adapted to be inserted into the holes 12.

These pawns are of two sets that respectively illustrate aircrafts and antiaircraft defense means and that distinguish from one another by long pegs 14 (offensive pawns) and by short pegs 16 (defensive pawns).

The pawns of the first set are adapted to be inserted into the holes 12 by the upper surface of the plates, the pawns of the second sets in the same holes 12 but by the lower face of the plates (FIG. 2).

When the two plates are disposed one against the other on a table between the two players, the defensive pawns located underneath one player's plate cannot be seen by the other player.

Besides, the pawns are of a first and of a second group that distinguished from one another by square shoulders 15, 17 for the first group (FIGS. 3 to 6) and round shoulders 15, 17 for the second group (FIGS. 7 through 10). The ends of the pawn pegs of the same kind are formed with complementary or mating shapes, in such a way that if an offensive pawn of one group is disposed in a hole which is already occupied by a defensive pawn of the same group, the latter pawn will not hinder the complete introduction of the offensive pawn, whereas if it is replaced by an offensive pawn of the other group, the latter pawn can only be partially inserted (FIG. 2) and vice versa.

Offensive pawns of each group illustrate different types of aircrafts. To distinguish them, the peg heads are marked with solid circles in the case of fighter planes, crosses in the case of observation planes, and double circles in the case of bombardiers. The offensive pawns illustrating fighter planes are numbered but the numbers are not indicated on the drawing to prevent overloading it.

Finally, the game comprises marking pawns (FIGS. 11 and 12) constituted by washers 19 adapted to be located in the counterbores 18, self-adhesive squares 20 to mark the locations corresponding to bases and two series of numbered cards which have not been illustrated.

In principle, each player has four fighter planes, six observation planes, four bombardiers and fourteen antiaircraft batteries. To simplify the drawing, only two pawns of each types have been illustrated.

The game is played as follows:

Each player receives all the offensive and defensive pawns of the same group, the marking pawns, two bases and a series of numbered cards.

Under the plate given to him, he places his defensive pawns without his opponent seeing them, then his offensive pawns and bases. When the arrangements of the two players are in position, they place the two plates one against the other on a table and the battle starts. The players then alternatively advance one of the offensive pawns a number of predetermined holes according to alignment or diagonal axes, forwardly or rearwardly, in such a manner as to land in a hole occupied by an opponent defensive pawn. When this result is obtained, the aircraft illustrated by that offensive pawn is considered as destroyed and the pawn is out of the game.

If, during the game, an offensive pawn falls on a defensive pawn of its own group, the opponent does not notice it since the pegs mating, the offensive pawn may completely be inserted into the hole.

On the other end, if this offensive pawn falls on a defensive pawn of the opponent's system, the insertion of the offensive pawn being only partial, the play is immediately obvious and corresponds to the destruction of the aircraft by the antiaircraft guns. In such a case, the offensive pawn is placed out of the game and the location may be marked by a washer 19.

The purpose of each opponent is to destroy all of the enemy aircrafts. The winner of the game is the one that first achieves this result.

Besides, each player possesses a secret arm constituted by one of his offensive pawns. He may displace them, at the moment that he considers most suitable, a certain number of holes which, however, are in direct line, so as to reach an important opponent pawn by surprise. This secret arm is selected at the beginning of the game. To justify his choice, each player, before the start of the game, withdraws from his series of cards, that carrying the same number than the pawn illustrating the secret arm and places it aside, the number being naturally hidden.

I claim:

1. In a game of battles, the combination comprising:

- a. two plates to be used, each by one of two players, each plate formed with holes extending through and through;
- b. two (sorts) sets of pawns, respectively offensive pawns and defensive pawns; means distinguishing one set from the other; said offensive pawns to be introduced into said holes by one face of said plates while said defensive pawns are to be introduced in said holes by the other face of said plates;
- c. said pawns being further of two (kinds) groups, one for each player; each (kind) group comprising a number of offensive and defensive pawns formed with end means, the end means of said offensive pawns adapted to mate with the end means (formed) on (a number of) said defensive pawns so that when two mating pawns are inserted into a hole, they completely fill that hole;
- d. said end means being of different construction from one (kind) group to the other whereby when an offensive pawn of one (kind) group is inserted in a hole already containing a defensive pawn of the other (kind, said) group, the end means will not mate and said offensive pawn will only and visibly partially (fills) fill said hole.

2. A combination as claimed in claim 1, wherein the pawns of said two (sorts) sets are constituted by pegs having a shoulder at one end and (distinguish) distinguished from one another by their length.

3. A combination as claimed in claim 2, wherein the offensive pawns have longer pegs than the defensive pawns.

4. A combination as claimed in claim 1, wherein the end means of the offensive pawns of one (kind) group are conical projections and the end means of the offensive pawns of the other (kind) group are conical recesses; the end means of the corresponding defensive pawns (are) being of complementary shape.

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5. A combination as claimed in claim 2, wherein the pawns of one player are distinguished from those of the other player by (the shape or color of) different means on the said shoulders.

are formed with counterbores around said holes and comprising marking pawns to be inserted into said counterbores.
7. A combination as claimed in claim 6, wherein said marking pawns are in the shape of rings.

6. A combination as claimed in claim 1, wherein said plates 5

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