Sept. 26, 1967 C. E. WINTERS 3,343,840

TABLE TOP HIDE AND SEEK GAME

Filed June 25, 1964

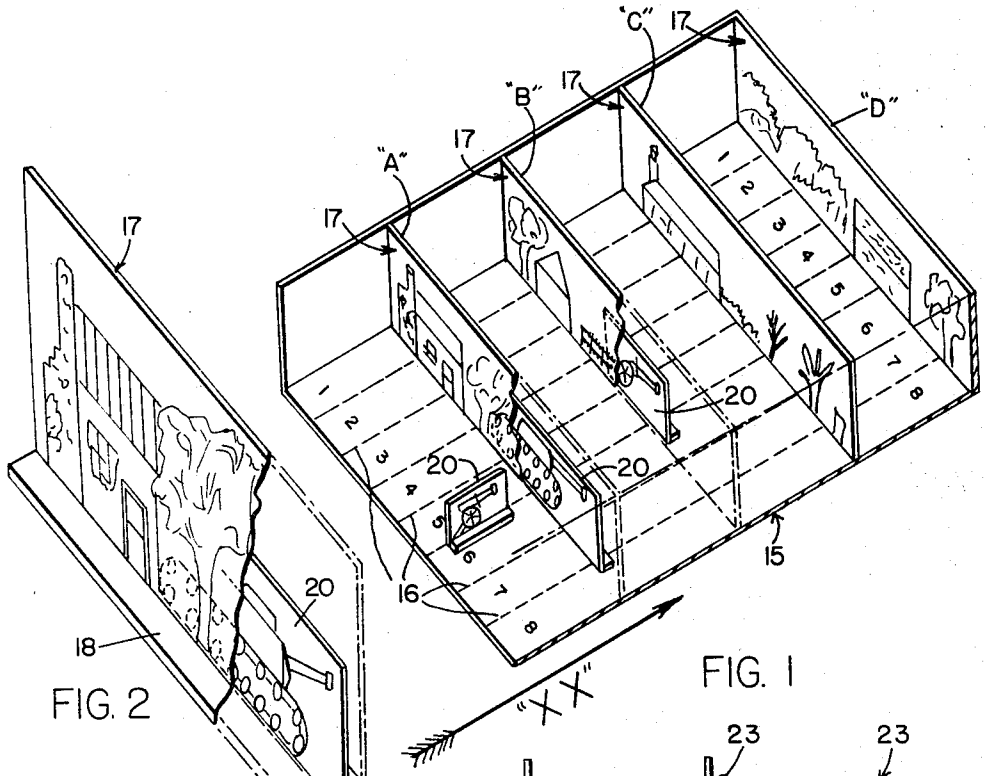


FIG. 1

FIG. 2

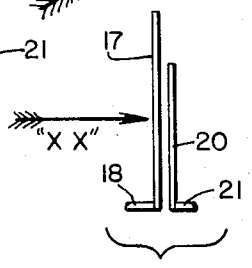


FIG. 3

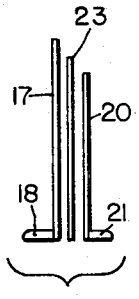


FIG. 4

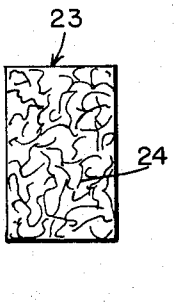


FIG. 5

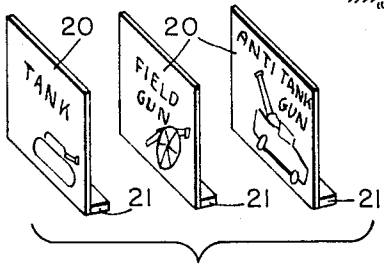


FIG. 6

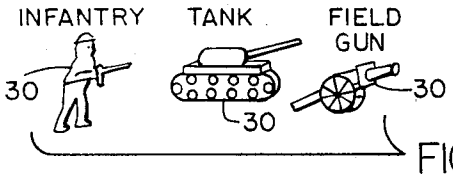


FIG. 7

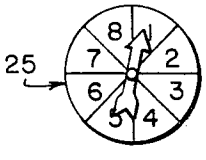


FIG. 8

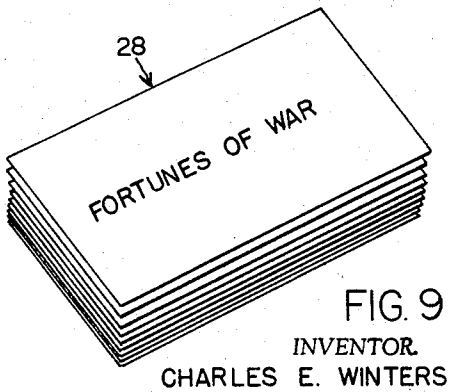


FIG. 9

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TABLE TOP HIDE AND SEEK GAME

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ABSTRACT OF THE DISCLOSURE

A parlor game in which one player hides his equipment and the opposing player tries to find it. The hiding is accomplished by placing upright symbols representing equipment of various abilities immediately behind any of a series of camouflaging screens. The screens are made of upright transparent sheets upon which appropriate scenery is printed. Confusing lines comprising this scenery are used to camouflage the equipment symbols placed behind it. The illustrative example is a simulated battlefield wherein tanks, machine guns, etc., are hidden carefully in ambush by the defensive player. His opponent, the attacking player, must try to see, from a front-side-only view, where equipment lies in ambush. Upon finding equipment such as a tank, the attacking player may then set up his own appropriate equipment such as an anti-tank gun, in the proper position on the board.

Small recognizable figures of military equipment playing pieces, such as field guns, armored cars, tanks, bazookas, machine guns and the like, may be partially hidden by the player behind a larger screen of vertically disposed transparent plastic paper, or other desired material, which vertical screen has pictured thereon purposely confusing lines and camouflaging pictures, such, for example, as trees, houses, barns and hedgerows, which make the transparent sheet opaque at these points.

A principal object of this invention is to provide an improved game apparatus which presents to the player on a game board the problems confronting a defending player in camouflaging and hiding his playing pieces of military equipment in a manner to conceal them from the opposing player who is the attacker.

A further object of this invention is to provide a representation of a landscape in depth through the use of a series of upright partially transparent and partially opaque screens which are positioned one behind the other in desired spaced apart relationship.

Another object of this invention is to provide a game apparatus which includes as playing pieces, small models of military equipment which are readily movable.

Another object of this invention is to provide a game apparatus which includes a horizontally disposed foundation game board upon which the landscape pictured vertically disposed screens may be removably placed and upon which board the movable playing pieces may be arranged in transverse relation to the board.

Another object of this invention is to provide game apparatus which includes a foundation game board upon which guide lines and colors may be printed, or otherwise applied, for the purpose of determining the relative positions of opposing player pieces.

Another object of this invention is to provide a game apparatus which includes a deck of cards which presents to the player chance directives such as could be found in actual hide and seek camouflage and ambush activity.

Another object of this invention is to provide a game apparatus which includes a spinner which presents to the player a selection of imposed conditions which simulate unforseen situations possibly encountered in the activity which the game represents.

Further objects and advantages of this invention will

become apparent from a reading of the following detailed description, in conjunction with the accompanying drawings in which:

FIGURE 1 is a perspective view of the game board with a series of vertically disposed screens having camouflaging battle landscape pictures applied thereon arranged in operative position, some of the screens being broken away to more clearly illustrate positioning of the playing pieces;

FIGURE 2 is an enlarged perspective view of one of the vertical camouflage picture screens being partially broken away to reveal camouflaged playing pieces;

FIGURE 3 is an end view of one of the camouflage screens and illustrating the relative position of a movable playing piece placed closely behind the taller landscape view picture screen;

FIGURE 4 presents an end view of an optional extra vertical screen of camouflage material which may be placed between the first landscape view screen and one of the movable pieces for the purpose of increasing the camouflaging effect;

FIGURE 5 is a front view of the optional extra camouflage screen shown in FIGURE 4;

FIGURE 6 is a perspective view of three samples of the movable pictured playing pieces which are to be hidden behind the landscape view screens;

FIGURE 7 is a perspective view of three samples of movable three-dimensional model pieces which may be employed to be hidden behind the landscape view sheets;

FIGURE 8 is a plan view of a spinner roulette device which is used in connection with the game;

FIGURE 9 is a perspective view of a deck of cards containing appropriate directives which are to be used in connection with the game.

Referring now to the invention disclosed in the drawings in detail in which like parts bear like reference numerals throughout the several views, there is shown in FIGURE 1 a foundation game board **15** with playing piece guide lines **16** applied thereon. Guide lines **16** intersect all of a series of landscape view screens, numbered **17** generally. The multiplicity of vertically disposed camouflage screens **17**, as the series illustrated for example in FIGURE 1, are lettered A, B, C, and D, respectively. Horizontal footing strips **18** are fixed along the bottom edges of the vertical screens to support them in vertical position on the board **15** as shown in the enlargement of the front landscape view in FIGURE 2. A movable playing piece **20** is comprised of a vertical placard mounted on a horizontal footing strip **21**, and in the example shown in FIGURE 2 is a picture of a tank. This tank is positioned directly behind and close to one of the camouflaging landscape view screens **17**, hiding it from the attacker's view.

The player who is the defender and does the hiding may select any of several hiding places for his playing piece **20** and position it accordingly. The seeker, who is the attacker, searches for hidden armament or other military equipment and defense personnel by looking from the front in the direction indicated by arrow XX, through the transparent screens **17** upon which the camouflaging landscape is printed. The picture objects in this landscape can be made completely opaque, or they can be drawn so that a careful observer can detect a camouflaged object through semi-opaque landscape and holes in the shrubbery. Upon detecting a camouflaged object, the attacker or seeker then reacts by trying to decide what it is and then positioning in front of it, on the correct guide line, a duplicate playing piece of his own in an attempt to "capture" it.

For example, if the hide and seek camouflage game of this invention is used in the context of a game of

battle, the defending player hiding his playing piece 20 of military ordnance equipment may set up an "ambush."

The "attacker" must observe each succeeding new landscape view 17 carefully as he attempts to continue through each screen 17, and search out enemy equipment 20 lying in wait for him. If he detects a hidden tank 20 his appropriate reaction would be to position an anti-tank gun 20 directly in front of or in line with its target, the tank. When the attacker feels he has found all the hidden defense objects behind one landscape view screen and has arranged his own battle equipment of playing pieces 20 to capture whatever defense playing piece 20 may be in ambush, that particular camouflaging landscape screen 17 is removed, thus bringing the opposing forces into the open so that the attacker's success or failure may be determined.

Each of a selection of movable battle pieces 20 is defined by proper indicia, as indicated in FIGURE 6, which may be applied to the playing pieces in any suitable manner. An anti-tank gun 20 would capture a tank 20 but an infantry squad 20 could capture the anti-tank gun 20, and a tank could capture an infantry squad. All of these particular requirements are to be set forth in a card or booklet of rules. Thus, for example, if an infantry squad is hiding with the hidden tank in ambush, this squad or playing piece 20 could be used to neutralize or capture the anti-tank gun 20.

In questions involving position of the attacker, the guidelines 16 would indicate whether the particular attacking piece 20 was in proper alignment with the hidden defense piece and on target, that is, directly in front of a portion of the hidden movable defending piece 20 so as to qualify as a proper "capture."

In the event that a handicap is desired, one player may use an additional camouflage screen 23 which is provided by a small movable piece of transparent screen having additional confusing lines 24 printed thereon and adapted to be sandwiched in between a screen 17 and a concealed playing piece 20. See FIGURES 4 and 5. This may serve effectively in disguising the type of equipment or military personnel which the defender is trying to hide.

To introduce the element of chance into the game, there is included a spinner or conventional roulette device 25 which may be used to determine which particular area may come under an "artillery barrage" which would eliminate any equipment or playing pieces 20 positioned in a particular area. The areas between guide lines 16 are numbered 1 through 8, as are the usual wedge shaped sections on the spinner. Thus, if the spinner stops at 5, then the entire area marked 5, which lies between guide lines 16 on the board is under "artillery barrage." This spinner 25 is used by the attacking player just before each "attack."

In the form in which this invention is described, battle scenes, for example, with typical World War II markings and equipment are used. Rules may vary but it is suggested that this game consist of two opposing players each having a similar set of symbols or playing pieces 20. These pieces could include four tanks, four anti-tank guns, four squads of infantry and four bazookas. Many other types of pieces may be included as desired.

Each player starts with an equal number of "battle pieces" 20. Ten, twelve, or more are suggested. Each takes alternate turns at ambush or defense, and as the attacker. As one player captures opposing "battle pieces" 20, he may add them to his own army. Each "battle" would consists of a series of "attacks." After each "attack" the camouflaging landscape screen 17 being "attacked" is removed to determine the results of that particular "attack." The "ambush" could be set by the defender for the whole battle area in advance of the coming "attack" by placing his defense pieces 20 behind each of the screens 17 which compose the series A, B, C, D. When the defender has deployed all of his pieces 20 the attacker starts the

"battle" by attempting to align the right "attack piece" 20 in proper position to "capture" the defender's concealed equipment or personnel piece 20.

Each new attack would be set up just after disposal of the pieces 20 engaged in the former attack, right after the screen 17, either A, B, C or D has been removed in its turn, as previously described. In FIGURE 1 there has been shown, for purposes of illustration, a series of four camouflage screens 17 (A, B, C, D). Therefore, in this example, the "battle" would consist of four attacks. Any number of camouflage screens 17 may be decided upon in advance to thus determine the number of "attacks" in a particular "battle."

When the last of a series of landscape view screens 17 has been "attacked" and removed and the pieces 20 disposed of, that particular part of the battle is finished.

A "battle" is completed when each player has had one turn as an attacker and one turn as the defender. These "battles" may continue until one player gives up hope of winning and decides to surrender which would end the war.

To introduce a further element of chance into the game, a deck of directive cards, indicated by numeral 28 in FIGURE 9, is included, for use after the attacker has positioned all of his attacking pieces. The one shown is entitled "Fortunes of War." The directives on these cards present the attacker with problems which are typical of those found by an attacking force. For instance, a card saying, "Your gas supply is running low, call all of your tanks back," would require the attacker to do just that.

The playing pieces may be three dimensional such as the molded figures 30 shown in FIGURE 7, if desired.

As stated before, a principal object of this invention is to provide a game apparatus which presents to the player the problems confronting a participant in a "hide and seek" camouflage and ambush activity.

This apparatus may be used for any imagined situation and is not restricted to a military battle context. Playing pieces 20 could represent cavemen hunting for prehistoric monsters. Large fish could search for smaller fish in a series of camouflaging underwater seascapes. Hunters could hunt for big game. Detectives could look for a series of clues or fugitives. Navy boats could search for enemy ships, or a boat crew could search an island for pirates and their treasure.

This invention contemplates these and many other uses.

The foregoing description is merely for the purposes of illustration and is not to be considered of limitation, and many changes and alternative forms of this invention are contemplated which come within the scope of the appended claims.

I claim:

1. A game apparatus involving a combination of chance and skill, comprising a flat horizontally disposed game board, a plurality of removable vertically disposed partially opaque and partially transparent camouflage screens adapted to stand on said game board, landscape scenes applied to the transparent surface of said screens in a manner to provide opaque portions thereon, a plurality of vertically disposed "defending" playing pieces adapted to be placed behind said screens in a manner whereby they are camouflaged, a plurality of vertically disposed "attacking" playing pieces adapted to be disposed in front of said vertical screens, guidelines, extending transversely to said vertical camouflage screens, marked on said game board describing playing paths of movement for each "attacking" playing piece, said vertical screens being removable from the board when all of the "attacking" pieces have been positioned by the "attacker" to reveal the positions of the camouflaged playing pieces of "defender" so that it may be determined whether or not the "attacker" has placed his "attacking" pieces in proper alignment with the "defending" pieces so as to capture or destroy them.

2. A game apparatus, as described in claim 1, wherein the plurality of screens used to conceal the "defending" playing pieces are provided with horizontal footing strips along their bottom edges to adapt said screens to be removed in sequence, one after the other, until the "battle" or contest is finished.

3. A game apparatus, as described in claim 1, comprising a roulette type spinner which may be employed to determine which particular area, as determined by said guidelines, may come under an "artillery barrage."

4. A game apparatus, as described in claim 1, wherein a deck of cards, having directives described thereon, is employed to present the "attacker" with certain arbitrary problems which are typical of those encountered by an attacking force.

5. A game apparatus, as described in claim 1, wherein an additional vertically disposed camouflage element is provided which may be interposed between one of the removable vertically disposed camouflage screens and a vertically disposed "defending" playing piece in a manner to add difficulty to the "attacker's" determination of the proper alignment of his "attacking" pieces.

6. A game apparatus designed for use by opposing players including a game board, a series of vertically disposed removable camouflage screens which are partially transparent and partially opaque, a series of "defender's" playing pieces and a series of "attacker's" playing pieces, means to permit the defender to dispose his "defending" playing pieces behind each of the vertically disposed screens in a manner whereby the playing piece is camouflaged from the "attacker's" view, guide lines applied to the playing surface of the game board to designate definite numbered playing paths which intersect the series of

camouflage screens, a roulette spinning device, having sectors numbered to conform with the numbered playing paths laid out on said board, which may be spun by the "attacker" or "defender," as rules may provide, whereby to add an element of chance to the progression of movement of the game, the foremost vertically disposed camouflaged screen being removable after each "attack" to determine whether or not the "attacker" has destroyed or captured any of "defender's" playing pieces.

7. A game apparatus comprising a playing board, first and second sets of movable playing pieces, one for each opponent, a plurality of removable partially transparent and partially opaque screens adapted to camouflage said first set of playing pieces from the opposing player, a plurality of play paths defined on said board extending transversely in relation to said removable screens and intersecting each of said screens when it is in playing position, said second set of movable playing pieces being disposable in said play paths in attempted alignment with said first set of camouflaged playing pieces.

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