May 26, 1970 A. B. THOMANDER 3,514,110

BOARD GAME APPARATUS WITH PLAYING PIECES TOKENS AND MARKERS

Filed Nov. 30, 1967 2 Sheets-Sheet 1

FIG 1

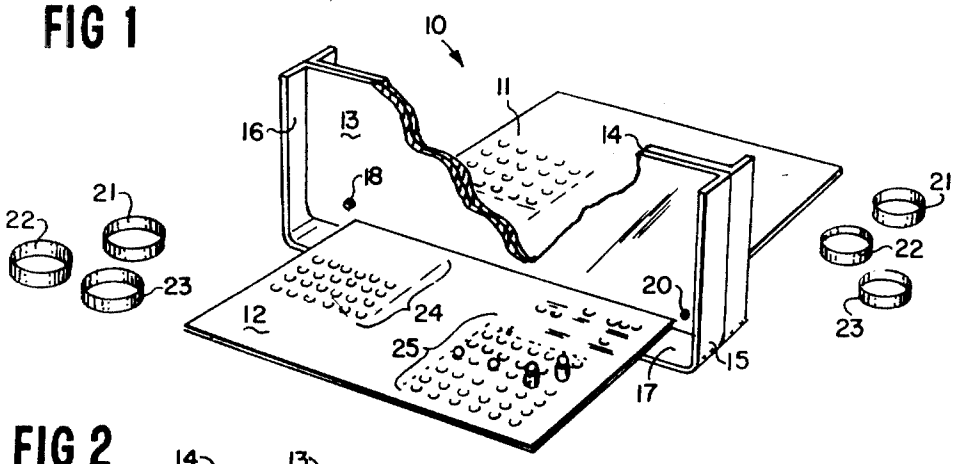


FIG 2

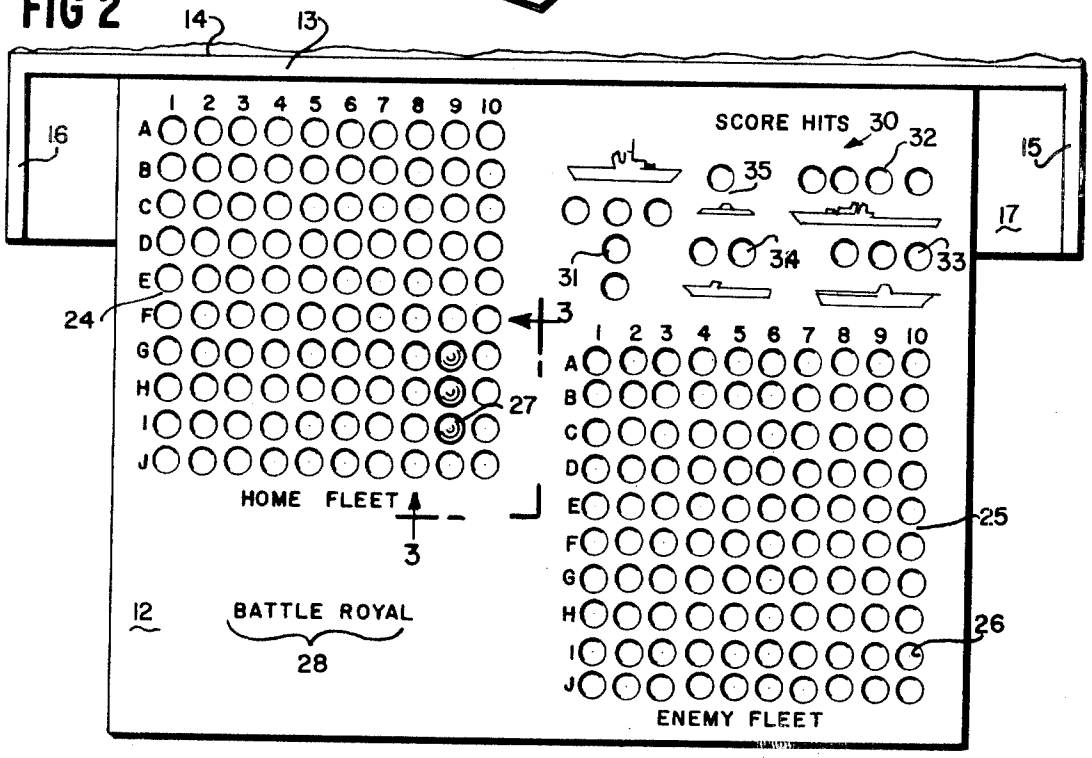


FIG 3

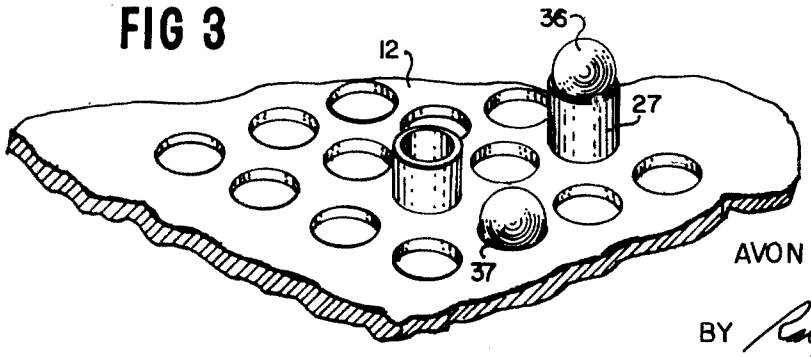


FIG 4



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May 26, 1970 A. B. THOMANDER 3,514,110

BOARD GAME APPARATUS WITH PLAYING PIECES TOKENS AND MARKERS

Filed Nov. 30, 1967 2 Sheets-Sheet 2

FIG 5

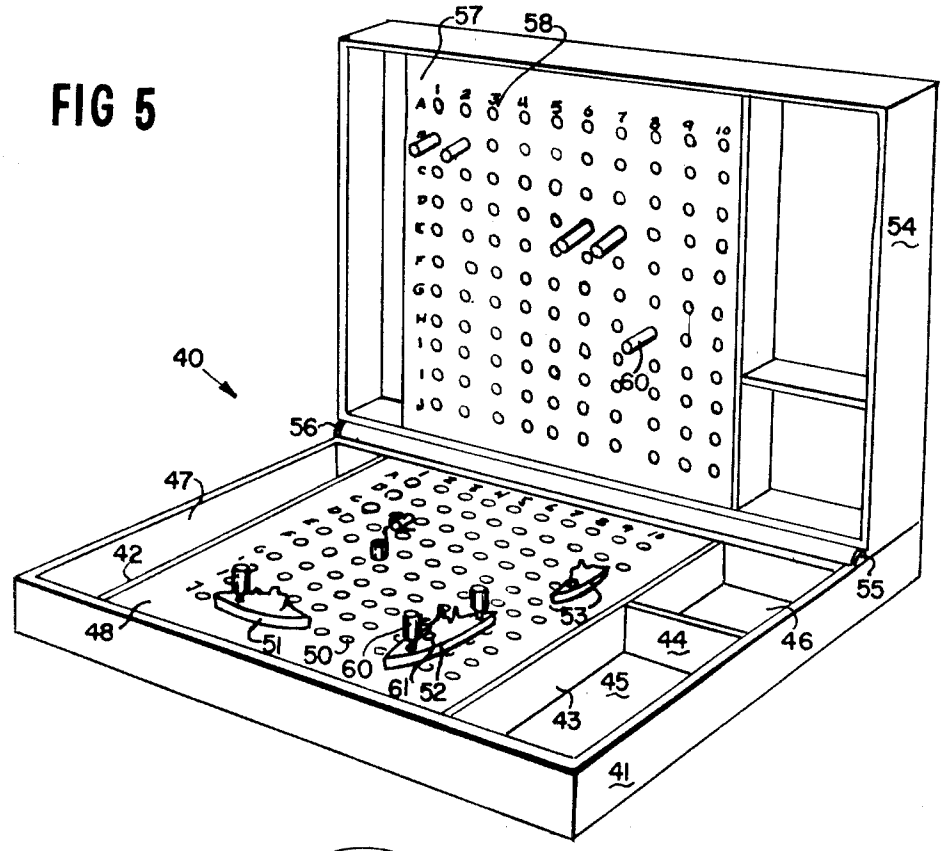
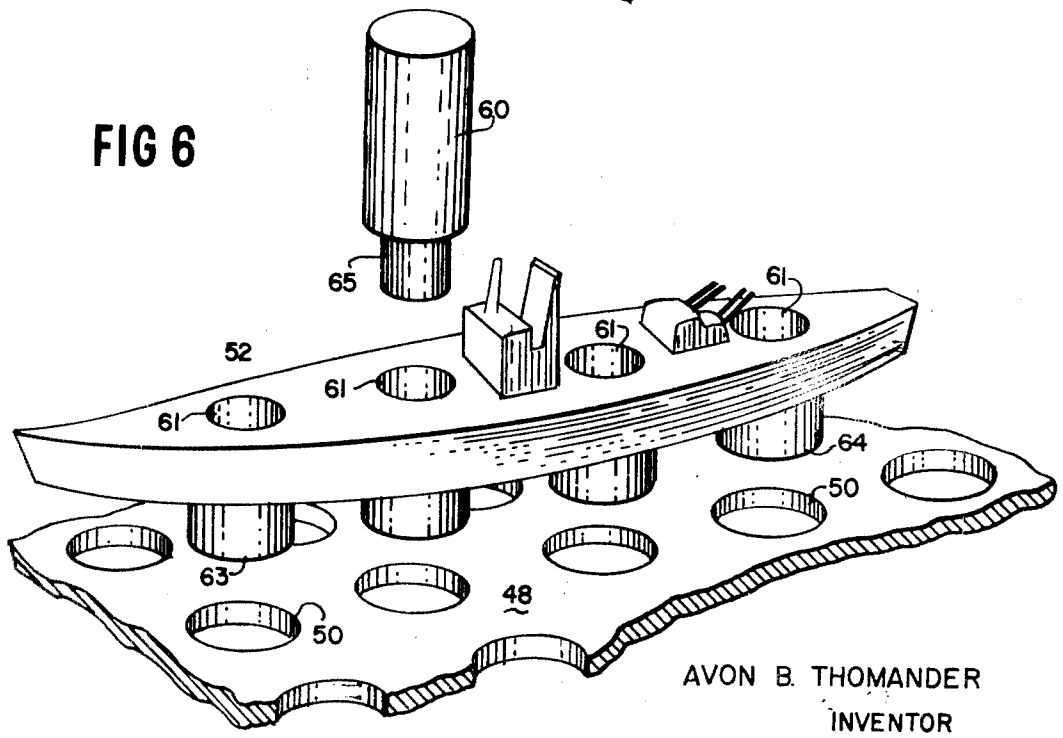


FIG 6



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BOARD GAME APPARATUS WITH PLAYING PIECES, TOKENS AND MARKERS

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U.S. Cl. 273—130 4 Claims

ABSTRACT OF THE DISCLOSURE

A boxed game board divided into a pair of identical board sections adapted to be arranged adjacent each other and separated by an upright barrier formed from the box lid so as to obscure the selected placement of ferruled game pieces on each of the boards from the view of opposing players. Each game board is provided with areas having an apertured grid pattern thereon for receiving certain ones of the game pieces on selected coordinates. The ferruled game pieces are adapted to receive spherical tokens of various sizes and colors for registering and recording selected coordinate intersections called for by the opposing players.

BACKGROUND OF THE INVENTION

Field of the invention

This invention relates to a novel game apparatus utilizing a pair of identical game boards bearing action and record areas composed of intersecting coordinates whereby various combinations of selected coordinates are called for and recorded by the players by means of novel markers or tokens. The outcome of the game is determined by appropriate interposition of the game tokens or game pieces and permits original, unique, and instructive games combining skill and chance to be devised.

Description of the prior art

Game boards have been provided in the past which have included single or multiple courses or paths which are shared by many players as the players position or move token indicative of their play in response to some form of chance determining means such as a spinner, cards, dice, etc. The chance determining means usually indicates the length of move along the path or course and the player first reaching the end of the course is declared the winner. However, such conventional games do not allow for a high degree of player's skill to be employed in determining the player's length of move along the path or course in order to reach the terminating end of the path or course with the highest score.

Also, all of the player's tokens engaging in the game are visible to the players so that the position or score of any one player is known to the rest of the players during the course of the game. As one player may move faster along a given path or course and approaches the goal, the other players are likely to feel frustration which detracts from the overall enjoyment of the game.

Furthermore, inasmuch as a single path or course is provided, the outcome of conventional games does not depend on a "winning" combination of values or events such as may be provided by employing multiple coordinate intersections that are selected by each of the individual players upon the occasion of taking their turn and which are related to predetermined selected coordinate intersections that are secretly withheld from the opposing players. Consequently, most conventional games fall short of achieving intellectual stimulation in combination with chance determining means which will allow for a wide variety of games to be played upon a surface of a board.

One popular game which has been played for many years is commonly known as "Battleship" and employs playing areas which are defined by coordinate information so that opposing players can simulate a naval engagement. However, such a conventional game is played with pencil and paper wherein the coordinates for the playing areas are laid out by each player and certain selected intersecting coordinates are marked so as to represent ships of each player's fleet. As one player verbally calls out a particular coordinate intersection, the other player employs the pencil to indicate or mark a "hit" or "miss" on his playing area. Although this game is still popular and has great appeal for youngsters and adults, the game does not employ any apparatus or player's tokens which would make the game more realistic and enjoyable for the players. Prior to commencement of play, a great deal of time is required to prepare the playing areas on the paper which adversely affects the enthusiasm for the game, particularly when subsequent games or rounds are to be played.

SUMMARY OF THE INVENTION

Accordingly, the shortcomings and difficulties encountered with conventional gaming devices and apparatus are obviated by the present invention which provides a game board separated into individual player's sections by an upstanding barrier intended to obstruct each player's view of his opposer's game board section. Each section is provided with an action area and a record area composed of coordinate intersections arranged in a grid-like pattern which are identical to each other and which are adapted to receive the game pieces and tokens. The game pieces may be removably arranged on each action area to represent targets intended to be "hit" by imaginary missiles or shells launched by the opposing players and game tokens are employed not only to register such hits in the action area as determined by a player's verbal call-out of a selected coordinate intersection but to record the selected coordinate intersection on the record area associated with the player advancing the call-out. The game tokens are adapted to mate with the game pieces to permit multiple registration at any given coordinate position. The outcome of the game may be determined by the number of a player's hits on his opponent's targets.

A feature of one embodiment of the invention resides in packaging the game apparatus in a container wherein the cover therefor may be folded mid-way between its opposite ends so that the halves of the exterior surface thereof are arranged back-to-back and the side edge marginal regions are engaged by the adjacent ends of the game board sections for the purpose of supporting the folded cover which then constitutes an upstanding barrier. An alternate embodiment employs separate containers for each pair of game boards, with the cover therefor being hinged to provide the desired upstanding barrier.

Each player has the opportunity to exercise his talent in analysis and prowess in selecting his choice of coordinate intersections based on previous hits and misses attained. However, chance is introduced into the game since coordinate intersection selection may be made arbitrarily based on whim or hunches.

Therefore, it is a primary object of the present invention to provide a novel game apparatus employing a pair of game boards, each of which is divided into sections having an action area and a record area defined by grid-like patterns, of intersecting identifiable coordinates, the action area being adapted to removably mount game piece targets. The apparatus further employs a plurality of game tokens for recording hits on said targets and for

recording the player's selected coordinate intersections on the record area.

Another object of the present invention is to provide a novel game apparatus having a pair of separable game board sections which are arranged so as to be separated by upstanding barrier means adapted to obstruct the players' view of predetermined game piece locations on the respective game board sections.

Still another object of the present invention is to provide a novel game board apparatus displaying an action area composed of a number of alphanumeric characters arranged in rows and columns on which targets are placed and which are locatable by coordinate call-outs by an individual player which serves as a basis on which the outcome of the game depends such as by chance and players' skill to develop a "winning" combination of coordinate intersections.

A further object of the present invention is to provide a novel game apparatus having multi-part means for recording various combinations of coordinate intersections representative of hits and misses achieved by individual players as the game progresses.

Still another object of the present invention is to provide apparatus for playing games, the outcome of which is not entirely dependent upon the skill of the respective players in that certain elements of chance are involved in the playing of the game.

A further object of the present invention is to provide a novel game board having playing areas which are shielded so that they cannot be observed by opposing players, and which game board may be employed to play a variety of highly amusing and interesting games and which at the same time involves sufficient player's skill to render attention, alertness and resourcefulness a large factor in the playing of the game.

Yet another object of the present invention is to provide a novel game apparatus to provide a novel parlor game for two, three or four players having substantial amusement or recreational value and combining with it elements of skill serving to develop the player's powers of concentration and analysis.

BRIEF DESCRIPTION OF THE DRAWINGS

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

FIG. 1 is a perspective view of the novel game apparatus of the present invention illustrated in its set-up condition preparatory to commencing play of the game;

FIG. 2 is an enlarged plan view of one of the two game board sections employed in the game apparatus of FIG. 1;

FIG. 3 is a fragmentary, perspective view of a portion of the game board section shown in FIG. 2 as taken in the directions of arrows 3—3 thereof;

FIG. 4 is a side elevational view of a special game piece or token employed in the game apparatus having a predetermined value designation greater than those of other game pieces or tokens;

FIG. 5 is a perspective view of another embodiment of the present invention illustrating the game apparatus arranged for a typical course of play; and

FIG. 6 is an enlarged perspective view of the game pieces employed in the game apparatus of FIG. 5.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring to FIG. 1, the game apparatus in accordance with the present invention is indicated generally by arrow **10** and includes a game board divided into board sections **11** and **12** which are arranged on a flat, supporting surface, such as a table, for example, preparatory to commencement of play. The adjacent ends of board sections **11** and **12** are separated by a barrier means **13** which is of sufficient height and width to obscure or block the opposing players' view of the placement of game pieces on each of the respective board sections. Preferably, the barrier means **13** may be formed from the cover or lid of the box which contains the game when it is not in use. In this latter instance, the cover is folded mid-way between its opposite sides along a fold line **14** so that the exterior surfaces of the cover halves are arranged back-to-back. The cover includes sidewalls **15** and **16** split right angles to fold **14** and end walls **17**, all of which are integrally formed with the cover at right angles about the peripheral edge of the main body of the cover. The end of each board section **11** and **12** is placed on top of an end wall **17** with the peripheral edge of each game board section end in abutment with the inside surface of the main body of the cover so that the barrier means **13** is supported in an upstanding manner.

To further support and stabilize the barrier means, fasteners **18** and **20** may be inserted through the cover halves to maintain the cover in its folded configuration so as to resist any elastic tendency along the fold line **14** to unfold the barrier.

Each player is provided with a plurality of storage containers **21–23** which are employed to hold a quantity of game tokens and game pieces. The game pieces may be employed to represent targets to be "hit" by the opposing players while the game tokens may be employed as mnemonic means to represent hits and misses as well as to record the location of imaginary salvos or shots. The game tokens may be assigned predetermined designations having different values depending upon the rules of play and these designations may take the physical form of a variety of colors, sizes or shapes.

Referring now to FIG. 2, game board section **12** is clearly illustrated and it is to be understood that game board section **11** is identical thereto. Section **12** includes an action area **24** located in close proximity to the barrier means **13** and a record area **25** located to one side of the action area and in close proximity to the end of the board section **12** opposite to its end abutting with the barrier means **13**. For employing the game apparatus of the present invention in the game of "Battle Royal," the action area **24** is labelled "Home Fleet," while the record area is labelled "Enemy Fleet." Each of the action and record areas includes a plurality of mounting means such as receptacles or recesses formed in the board section which are arranged in rows and columns in such a way as to not only be visible from the surface of the board section, but so that ready access can be made to the recesses from over the board section. Numeral **26** is representative of a typical receptacle or recess employed in the action and record areas. Each of the columns carries a numerical designation consisting of one of the digits 1–10 extending across the wideh of each action and record area while each of the rows is identified by one of the alphabetical character designations A–J inclusive. By this means, coordinate intersections can be established for locating each and every one of the recesses **26** in either the action area or the record area. For example, a player may arrange game pieces in recesses G9, H9 and I9 to represent the location of a ship in this region of the action area. The game pieces are represented by a numeral **27** and in one form are of cylindrical tubular configuration having an open bore extending therethrough. The height of each game piece is such that a portion of the piece will visibly extend above the surface of the board section after insertion into a selected recess.

Inasmuch as the game is known in the marketplace as "Battle Royal," that name is indicated by numeral **28** located below the action area **24** substantially in the lower left-hand corner of the game board section **12**.

A score area **30** is provided between the upper end of the record area **25** and the barrier means **13** which includes selected groups of recesses formed in the board section and suitably identified as the targets which are deployed in the action area by the game pieces **27**. For example, an aircraft carrier may be represented by an overall T configured arrangement of recesses in the area **31**, a battleship by an in-line series of four recesses on area **32**, a cruiser by an in-line series of three recesses on area **33**, a destroyer by two in-line recesses on area **34** and a single recess on area **35** represents a submarine. In the example shown on the action area **24**, a cruiser is represented by the game pieces **27** inserted in the recesses for G9, H9 and I9. Target hits are recorded in the score area **30** by the placement of a suitable game token in the applicable recess corresponding to the applicable portion of the target "hit" located in action area **24**.

Referring now to FIG. 3, one example of a suitable game token is indicated by numeral **36** and may take the form of a solid ball or "marble" having a diameter greater than the bore of game piece **27** so that the token will be supported thereon. Furthermore, the diameter of the game token **36** is greater than the diameter of the recess so that the token will be supported by a recess as indicated by token **37** seated in its associated receptacle or recess. Not only are the tokens **36** employed for registering selected coordinate intersections in the action area to indicate hits or misses, but other tokens of the same type may be employed for recording scores in area **30** and may be employed as mnemonic or record markers for recording previously selected coordinate intersections associated with the action area of the opposing player on the record area **25**. That is, by stacking the token **36** upon the game piece **27**, a double registration may be made at a single coordinate intersection.

FIG. 4 illustrates an enlarged token **38** which may be used in the game to represent a salvo or shot of greater magnitude than lesser dimensioned token **36**. Token **38** may be seated on game piece **27** in lieu of token **36** in FIG. 3. For example, token **38** may be designated an atom or hydrogen bomb which would have the simulated effect of sinking an entire ship, whether an aircraft carrier or submarine, should any one of the coordinate intersections represented by pieces **27** be called out by a player otherwise more than one token of the kind indicated at **36** would be required to achieve the same score. Preferably, the special game piece **38** is more distinctively colored or otherwise identifiable than the other game pieces of the set.

The object of "Battle Royal" is to sink the opposing team's battle fleet represented by the game piece target or to score as many hits as possible via the use of game tokens. From one to three persons can effectively play on each game board section of the game apparatus. One person on each side is suitable, but two persons for a team on each side of the table is ideal.

To start the game, the barrier means **13** is first erected between the two game board sections **11** and **12** on a suitable support such as a card table so that the opposing teams cannot see the opposite disposition or deployment of "home fleet" targets represented by game pieces **27**. The partition or barrier means may be provided by the use of the lid of the apparatus storage box or container, the side walls **15** and **16** of which are cut adjacent hinge or folding line **14**. The lid is folded backwards, at the weakened parting or folding line **14**, until the two halves of the lid touch back-to-back. The game board sections **11** and **12** can then be set in on walls **17** to hold the barrier in position.

Next, each team hides its targets or ships in the action area **24** of its respective board section. The target ships must retain the exact shape as shown in the score area **30**, but may be formed in a vertical, horizontal or diagonal position. A total of 15 game pieces, which may be represented by cylindrical ferrules **27**, are inserted in the recesses **26** to form the special target shapes.

After each team has stationed or deployed its home fleet in the action area **24**, a flip of a coin can determine which team takes the offense (fires first) and which takes the defense (receives the first volley or salvo of ten shots). The "offense" places the shots represented by game tokens **36** in the enemy fleet record area **25** and the "defense" places identically colored game tokens in his home fleet action section.

The battle begins when the offense picks up ten game tokens, all of any one color, whereupon the defense responds by picking up game tokens of the identical color. A salvo comprises ten shots and each salvo is identified by a distinct color. Suppose that black is chosen for the first salvo or volley. The offense then vocally calls out any shot of his choice, such as "C–7", as he places a black shot or game token in the recess **26** associated with the coordinate intersection "C–7" in his record area **25**. The defense then responds by audibly repeating the opponent's call-out "C–7" as he places one of his black game tokens on "C–7" in his home fleet action section **24**.

The offensive team continues thus until its ten black shots have all been fired and placed in its enemy fleet record area **25**. By this time, the defensive team will have placed its ten black game tokens in the ten positions called out but in its home fleet action area **24**. At the conclusion of this salvo of ten shots (and each salvo thereafter) the defense will verbally report to the offense the hits scored.

As this "report" is given, the offense records the said hits on his score area **30** by placing a black game piece on each ship or portion thereof so hit for future reference as to which ship has been hit. In recording the hits, it is preferred to use the same color game piece as used in that particular volley of shots, thus identifying the salvo which resulted in the hits. This record is important because, as the battle progresses, the particular colors shown in the score area **30** will add clues as to the location of the enemy ships. For instance, if later in the game the battleship reveals a hit by one black and two yellow game tokens, the offense will know that the enemy battleship is in line with a black and two yellow marbles placed in his enemy fleet record area. However, it must be borne in mind that the line may run horizontally, vertically or diagnoally. A comparison of the pattern of game tokens taking form in the record area **25**, as the game progresses, with the colored tokens entered in the score area **30** will help to determine where future shots might be most effective. In these calculations and analyses, more than one person on each team helps for accuracy and to speed up the game.

After the offense has fired its volley of ten shots and the hits are recorded, the defensive team takes the offense and fires a volley of ten black game tokens and the opposing team becomes the defense and receives and records the shots by the method already described above. Next, the hits are reported and recorded similarly on the other score area. The same procedure is then repeated with another color, with each team or player having ten shots.

The game ends when all ships on either side are sunk or when all the game tokens, such as marbles, have been used. The sinking of or hits on the various ships may be scored by assigning points for each ship. However, it is to be understood that many variations of the rules of play may be employed with the apparatus, game pieces and game tokens of the present invention.

Referring now to FIG. 5, another version of the present invention is illustrated wherein a game board section is illustrated in the direction of arrow **40**. It is to be understood that a game board section is employed by the opposite player or team which is identical to the game board section **40**. Since both sections are identical as in

the instance of the embodiment shown in FIG. 1, only one section is illustrated and described for purposes of clarity.

The game board section **40** comprises a box-like structure **41** having upright peripheral sidewalls which define an interior region that is divided into open areas by a plurality of partitions **42**, **43** and **44**. Partition **44**, in combination with the side wall of box **41** and partition **43**, as well as portions of the end walls of the box, divide the interior into game token storage areas **45** and **46**. Partition **42** in cooperation with the opposite side wall of the box and other portions of the end walls thereof define an elongated game piece storage area **47**. The partitions **42** and **43** are arranged in fixed spaced parallel relationship and are adapted to support a board **48** which is provided with a plurality of apertures **50** that are formed therein in a grid-like pattern similar to the action area pattern **24** of the embodiment shown in FIG. 2. Numerical indicia are marked or imprinted on the surface of the action area to identify columns of apertures **50** while alphabetical information is imprinted on the area to identify rows of apertures. In this fashion, any selected aperture may be located by selecting intersecting coordinates identified by alphanumeric information.

Mounted on the action area is a plurality of game pieces **51–53** which are shaped and configured to represent ships. For example, game piece **52** is relatively large in comparison to the other game pieces and represents a battleship while game piece **51** is smaller and represents a cruiser. Game piece **53** is smaller in size than the cruiser **51** so as to represent a destroyer. However, it is to be understood that the individual game pieces may take the shape of other figurines representing animals, land vehicles or the like.

Movably mounted on one end of the box **41**, there is provided a similar structure **54** which may be considered the cover or lid for the box **41**. The box lid **54** is pivotally mounted on the end of box **41** by means of a hinge arrangement **55** and **56** associated with each side of the apparatus. It is to be noted that when the lid **54** is pivoted on its hinges to an upright position, the box cover **54** serves as a barrier means to prevent the opposing team or player from viewing the particular arrangement of game pieces on the action area **48**. The other game board section is preferably located so that the back of its respective cover or lid is in close proximity or touching back-to-back relationship with the back surface of the cover **54** of board section **40**.

Each cover is provided with a peripheral wall and a plurality of partitions which divide the internal area of the cover in identical manner to that of the box **41**. The partitions serve to mount board **57** displaying a record area which is identical to the record area **25** in the embodiment shown in FIG. 2 with respect to alphanumeric coordinate intersection information and includes a plurality of apertures **58** in a grid-like pattern identical to the pattern provided in connection with action area **48**.

The game board apparatus further includes a multiplicity of game tokens, one of which is indicated by numeral **60**, that takes the form of a peg readily insertable for mounting in a respective aperture **58**. The game tokens **60** are employed for record purposes in a similar fashion to the game tokens **36** described in connection with the embodiment shown in FIGS. 1–3. The game tokens **60** are also employed for registering both hits and misses in the action area. This is achieved by providing a receptacle in each of the game pieces **51–53** adapted to insertably receive the game token should an opposing player call out coordinates intersecting on a position over which a game piece is placed. The receptacles **61** are positioned in vertical alignment with apertures located at the selected coordinate intersections. Numeral **62** illustrates a game token employed to record an opposer's shot which missed all of the player's game pieces.

Referring now to FIG. 6, game piece **52** represents a battleship which includes downwardly depending stubs **63** and **64** located adjacent the opposite ends of the game piece and which are adapted to be releasably inserted into selected apertures in the action area. Furthermore, it is to be noted that the top side of the game piece is provided with four apertures **61** that are adapted to removably receive the game token **60**. In one form, the game token is a peg having an extended portion **65** of reduced diameter from that of its main body so that the extended portion may be inserted into a selected aperture **61**. Each aperture **61** will be in vertical alignment with an aperture **50** when the game piece has been properly inserted into apertures **50** as determined by selected coordinate intersections. Therefore, it can be seen that although a stub **63** or **64** will occupy a particular aperture **50** in the action area, an aperture **61** will still be available for insertion of a game token should that particular coordinate intersection be called out by the opposing player.

The game may be played similar to the game described in connection with the embodiment of FIGS. 1–3, or the game may employ rules departing therefrom. It is to be understood that the game apparatus of the present invention may be employed with any set of rules applicable to generate enthusiasm, analysis and chance. The above description of the manner in which the game may be played has been kept very brief and condensed since it is obvious that the manner of play and the rules therefor may be varied over a wide range without departing from the use of the apparatus and equipment contemplated by the invention. It is also evident that numerous variations and modifications can be made and will readily occur. Suitable indicia marked or otherwise displayed on the game board may readily be substituted for the alpha numeric indicia as the means for controlling location of target game pieces. Other bonus symbols corresponding to the special game token **38** may be employed. Many modifications of the game pieces, tokens and the game board itself will readily occur to those skilled in the art. Suitable shape, size, design, layout, coloring, etc. of the game board and its play areas, game pieces and tokens cover an almost indefinite number of possibilities.

What is claimed is:

1. A game apparatus comprising:

a horizontally disposed game board having a pair of identical, coplanar, board sections adapted to be used by opposing players, respectively;

an action area and a record area, on each of said game board sections, each of said areas being defined by a grid-like pattern of circular apertures arranged in rows and columns;

alphanumeric characters applied to each of said board sections adjacent said rows and columns whereby visual coordinate intersections of said characters are adapted to locate a selected one of said apertures in either said action area or said record area;

a plurality of game pieces removably receivable in, said circular apertures, said game pieces each comprising an open-ended cylindrical tubular member of a length to have a portion thereof vertically exposed above the surface of each respective game board section when occupying said apertures; and,

a plurality of spherical tokens, each having a diameter greater than the diameters of said tubular members, and of said circular apertures, respectively, adapted to be removably seated upon corresponding ones of said circular apertures.

2. The invention as defined in Claim **1** including:

a plurality of spherical markers each having a diameter greater than the diameter of said tokens and useable in lieu thereof for being removably seated upon said apertures and said game pieces.

3. The invention as defined in claim **2** wherein:

said cover includes a peripheral wall extending about the edge thereof and having end portions thereof disposed on opposite sides of the cover in its folded

condition, and the opposite end portions of said peripheral wall adapted to mount adjacent ends of said board sections respectively so as to support and stabilize said barrier means in its upstanding position.

4. The invention as defined in claim 1 including:

barrier means comprising a folded box cover doubled on itself in two substantially equal halves in back-to-back relationship, and adapted to be disposed between said pair of game board sections, said halves being of sufficient width and height to obstruct the view of opposing players' deployment of their respective ones of said game pieces on said action areas.

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