July 6, 1926. 1,591,554

C. P. GUION

GAME

Filed Oct. 24, 1925 2 Sheets-Sheet 1

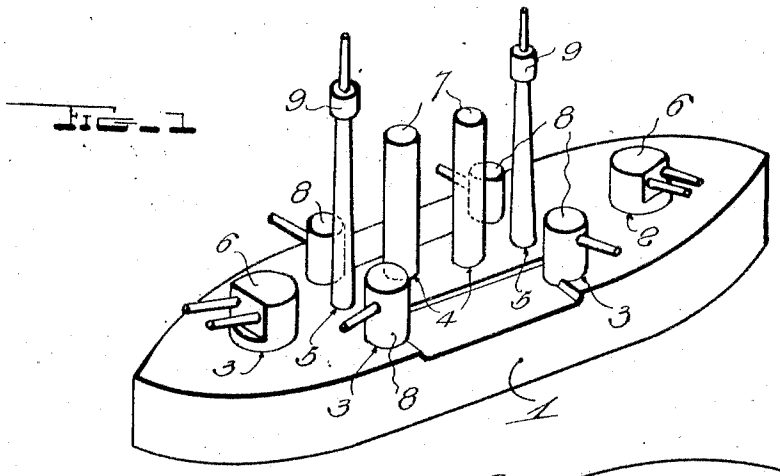


FIG. 1

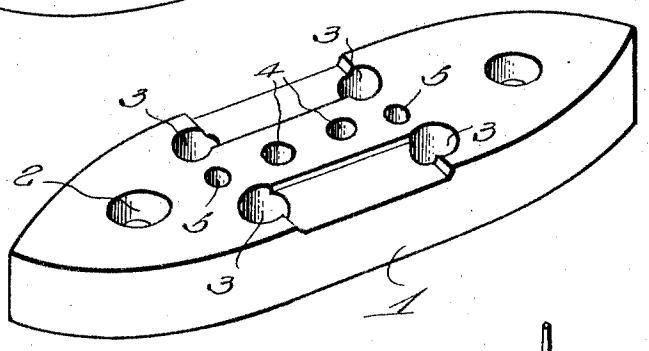


FIG. 2

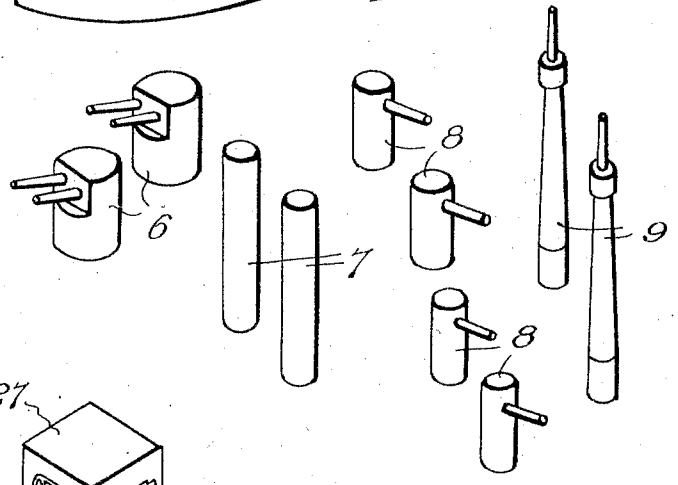


FIG. 3

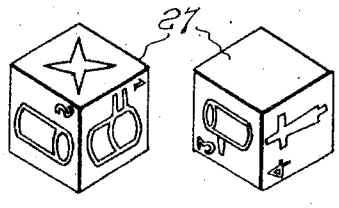


FIG. 7

C. P. Guion INVENTOR.

BY James J. Sheehy & Co. ATTORNEYS.

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Fig. 4

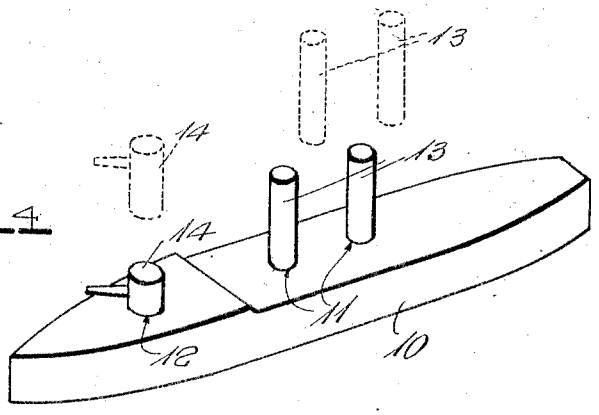


Fig. 5

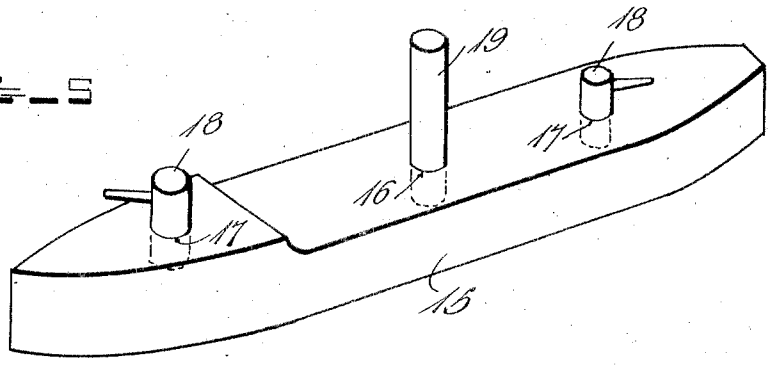
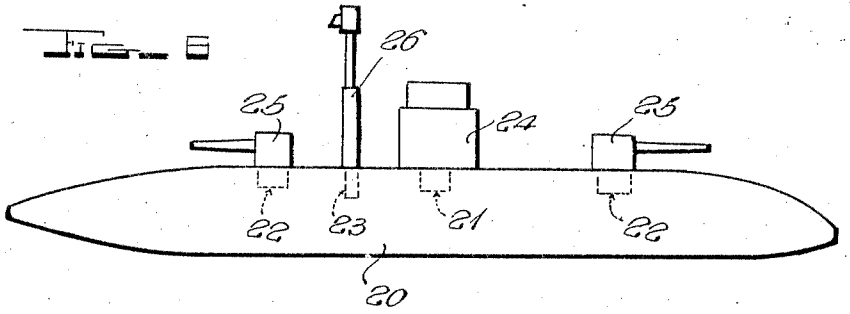


Fig. 6



INVENTOR.

C. P. Guion

BY

James J. Sheehy & Co.

ATTORNEYS.

Patented July 6, 1926. 1,591,554

UNITED STATES PATENT OFFICE.

CHARLES P. GUION, OF NEW ORLEANS, LOUISIANA.

GAME.

Application filed October 24, 1925. Serial No. 64,687.

My present invention pertains to games and it contemplates the provision of a game in which miniature battleships, torpedo boats and torpedo-boat destroyers and sub-marines have movable elements, such as smoke-stacks, gun-turrets and elements common to such war vessels and in combination a die or dice representing the various elements on the ship.

The invention further contemplates a game in which the action of one of the players is controlled by the throwing of a die and the invention will be fully understood from the following description and claims when the same are read in connection with the drawings accompanying and forming part of this specification, in which:—

Figure 1 represents a miniature battleship with the various turrets, stacks and towers removably arranged on the ship proper.

Figure 2 illustrates the ship with the various elements removed therefrom.

Figure 3 shows the various elements that are used in connection with the game.

Figure 4 shows a miniature torpedo boat destroyer.

Figure 5 represents a torpedo boat.

Figure 6 illustrates a miniature submarine.

Figure 7 illustrates the form of die used in connection with the game.

Similar numerals of reference designate corresponding parts in all the views of the drawings.

The battleship proper comprises a base 1 having the apertures 2, 3, 4 and 5 to receive the various removable elements of the device and 6 indicates gun-turrets of a comparative large size adapted to removable seat in the apertures 2, while the stacks 7 are removably arranged in the apertures 4 and small gun-turrets 8 preferably four in number are arranged in the apertures 3 of the base 1. In addition I provide the towers 9 that are removably arranged in the openings 5 of the base 1.

The torpedo boat is provided with a base 10 having a gun turret 14 at the forward end thereof adapted to be removably seated in the opening 12 while the stacks 13 are removably arranged in the openings 11 of the base 10.

The torpedo boat destroyer shown in Figure 5 comprises a base 15 having apertures 17 to receive the turrets both forward and aft as indicated by 18 and at 16 I provide an aperture to receive a stack 19.

The submarine shown in Figure 6 comprises a base 20 having a central aperture 21 to removably receive a conning tower 24 and forward and aft I provide apertures 22 to receive disappearing guns 25, while at 23 the base is provided with an aperture to receive a periscope 26.

The various forms of war craft illustrated are preferably formed of wood or other light and inexpensive material and the turrets and other removable elements of each craft are also formed of wood or other light and inexpensive material and by preference are painted a gray color to simulate as nearly as possible war ships and other war craft.

As shown in Figure 7 I employ dice as indicated by 27 and each of the die is similarly marked to indicate the various removable elements and in addition each die is provided with one blank surface as well as a star. The purpose of the die and the manner in which the game is played will be understood from the following statement.

In playing the game all battle ships, torpedo boats etc. are assembled for action and each player is provided with a full fleet. The fleet is placed for action, one facing the other in battle formation. It will be seen that the die is provided with numbers and each player is given one die. The game is preferably and of necessity played by only two persons. One of the players casts a die for position, choice of country and order of shooting, the highest number cast having first choice. The die is cast upon the floor by the party having the first choice and whatever turns up on the shot is removed by the player from any one of the boats of his opponent; for example, if a turret, remove a turret and so on from his opponent's fleet. If a star turns up he may remove any part of any boat of his opponent's fleet. While if the blank turns up the cast is a wild shot and a lost shot to the player while nothing is removed and the opponent takes the next turn at play. If, in the course of play, all of a particular kind of parts, say all stacks have been shot away, and the cast of the die turns up a stack, the shot is a wild or lost one. Only that part indicated on the upper part of the cube after same has a free cast by the player is removable on the turn unless the star turns

up, when the player makes his own choice from the part removed from his opponent's fleet. A cast of the die that does not lay level showing one element or surface flat on the upper side of the die entitles the player to another shot. When all parts are shot away from any one fleet, the fleet is sunk and the battle is won by the fleet retaining one or more parts of a vessel. The game may also have additional interest for players by playing same for points or high score. The score of each player of the numbers appearing on the die for the total number of casts made may be kept. In a game for points the foregoing rules may be modified according to pre-arranged agreement, with the star held as a premium cast counting for a certain number plus the number of whatever parts are removed from a vessel. The high score would have whatever advantage remains after deduction of the amounts of the opponent's total score.

Having described my invention, what I claim and desire to secure by Letters-Patent is:—

1. A game comprising base portions adapted to represent the hull of war craft and having apertures therein, stacks, turrets, periscopes, towers and conning towers removably arranged in the apertures and a die having markings thereon to represent the removable elements and also having a star thereon and a blank surface and adapted to be cast to indicate what elements are to be removed from the base.

2. A game of chance comprising a series of members adapted to represent various war craft; said members having removable elements arranged thereon, and a die having its surfaces provided with markings that correspond with the removable elements of the various war craft and adapted to be cast from the hand in order that the uppermost marking may indicate the element to be removed from the war craft.

3. A game of chance comprising a series of members adapted to represent the hulls of various war craft, imitation armament removably arranged on the members and a die having markings to represent the various armament; said die being adapted to be cast by a player to indicate the element of armament to be removed from the hull of the craft.

In testimony whereof I have hereunto set my hand.

CHARLES P. GUION.