

April 16, 1963

C. S. KRZES

3,085,803

BATTLE GAME

Filed April 14, 1959

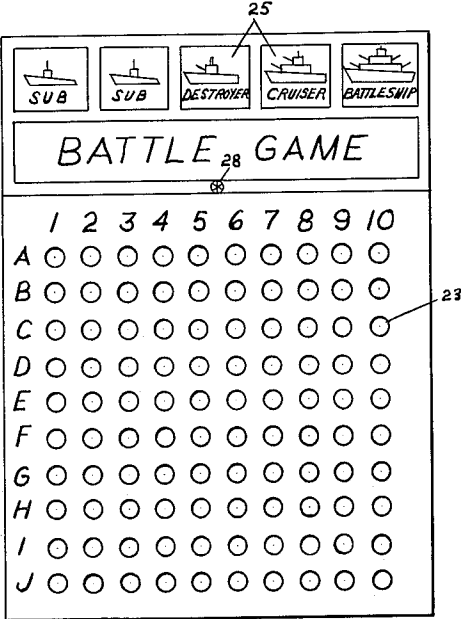


FIG. 1

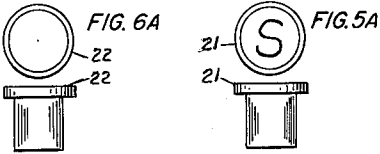


FIG. 6

FIG. 5

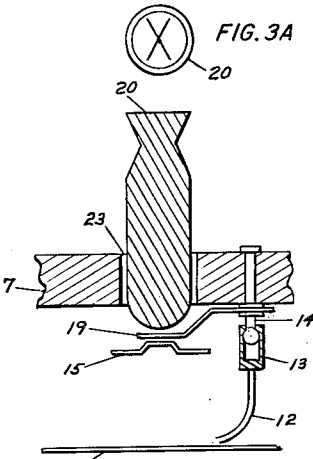


FIG. 3

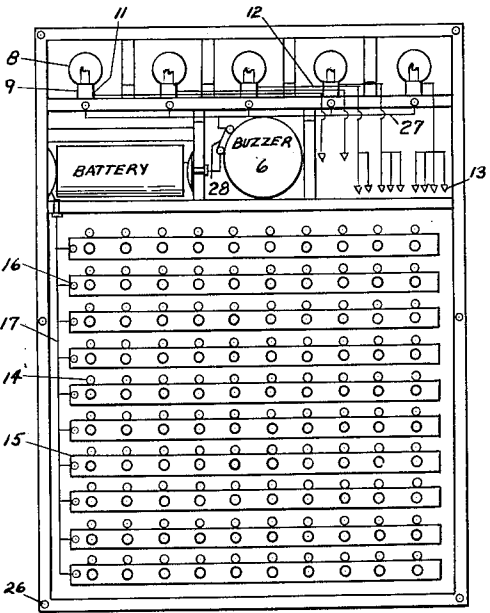


FIG. 2

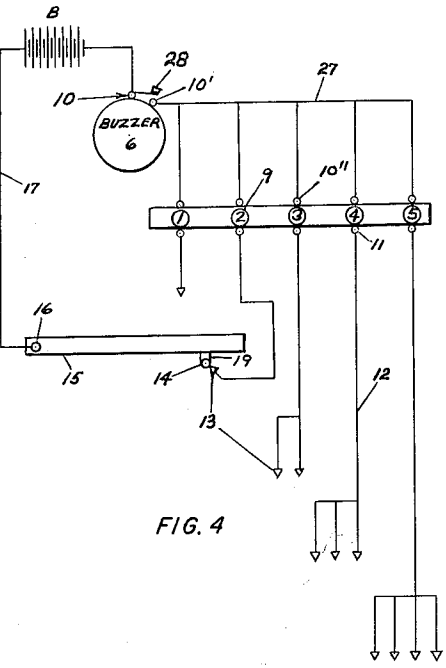


FIG. 4

INVENTOR.

Cosy S. Krzes

1

3,085,803

BATTLE GAME

Casey S. Krzes, 113 School Road, Kenmore 17, N.Y.

Filed Apr. 14, 1959, Ser. No. 806,401

4 Claims. (Cl. 273-130)

This invention relates to an electric system for operating a battle game. The object of this invention is to enable one person or player to pre-set the position of his fleet of ships, on the back of the game board, by setting clips on clip posts, which locates his ships' positions, unknown to his opponent.

The opponent is then required to locate the ships' positions, by inserting the probe in probe holes of his choice. He is allowed three chances, after which opponent has his three chances. The purpose of the game is to win by sinking the opponent's fleet.

To the attainment of these ends and the accomplishment of other new and useful purposes as will appear, the invention consists in the features of novelty, in substantially the construction, combination and arrangement of the parts, hereinafter more fully described and claimed and shown in the accompanying drawing illustrating the invention, and in which:

FIGURE 1 is a front view of the battle game case.

FIGURE 2 is the rear inside view, showing the mechanism.

FIGURE 3 is an enlarged view partly in section, of the contact switch mechanism.

FIGURE 3A is a top plan view of the probe shown in FIG. 3.

FIGURE 4 is the wiring diagram of the system.

FIGURE 5 is an elevation view of the hit plug.

FIGURE 5A is a top view of the hit plug.

FIGURE 6 is an elevation view of the miss plug.

FIGURE 6A is a top view of the miss plug.

FIG. 1 shows the front of the game case 7, which is made out of fabricated material and which has a series of probe holes 23 which are in columns numbered across the top from one to ten, and in rows lettered along the side from A to J.

Across the top of game case 7 is a series of pictures 25 illustrating different types of ships.

The bomb probe 20 is inserted in a probe hole 23 to make contact, which indicates either hit or miss. If a hit is made the probe 20 will cause contact 19 to touch contact bar 15 which completes one of the circuits 1 to 5. The circuit completed will cause a buzzer 6 to be activated. Then, to indicate the type of ship hit, you push down on red button 28 which is a key switch to go across binding post 10 on buzzer 6. It will light up the bulb 8 to designate the picture 25 appropriate to the ship hit. From the indicated picture 25 we take the proper hit plug 21 (FIG. 5) and insert it in the probe hole 23 to show the location of the hit and type of ship.

If the bomb probe 20 is inserted in a probe hole 23 and fails to complete a circuit, indicating a miss, we then take a miss plug 22 (FIG. 6) and insert it in the probe hole 23.

Referring to FIG. 2 showing the inside mechanism, a battery provides the power source. Each of the five ship pictures 25 has a bulb 8 which is also connected to the buzzer 6. There are two submarine pictures 25, each having one bulb 8 and one clip 13, one destroyer picture 25 having one bulb 8 and two clips 13, one cruiser picture 25 having one bulb 8 and three clips 13, and one battleship picture 25 having one bulb 8 and four clips 13.

To position the ships for battle, each contact clip 13 is fastened to a clip post 14 which presets a normally open circuit with a contact bar 15. There is a contact

2

bar 15 associated with each row A-J of probe holes 23, and a clip post 14 and contact 19 are associated with each probe hole 23. All the clips 13 of any one ship have to be together in a straight line, so that one ship will not have two separate positions on the board, but can be vertically, horizontally or diagonally placed.

Referring to FIG. 3, showing the contact clip 13 fastened to a clip 14, the circuit is completed when the bomb probe 20 is inserted into probe hole 23 and causes contact 19 to touch contact bar 15 completing the circuit. Removable back cover 24 protects the mechanism and also has directions to play the game, and can be secured to case 7 as indicated at 26.

Referring to FIG. 4 which shows the wiring diagram, from the power source battery a wire is connected to one of the binding posts 10, which has a key switch 28 to be used to light up bulbs 8. When the key switch 28 is down the buzzer 6 is rendered inoperative and the light bulb 8 goes on. From the other binding post 10' a wire 27 is connected to the binding post 10' at the base of each lamp socket 9. Wires 12 connect posts 11 to the required number of contact clips 13 for each circuit 1 to 5. Clip 13 is fastened to clip post 14 and contact 19 which is a half of the circuit.

From the battery, wire 17 goes to each contact bar binding post 16 at the end of each contact bar 15 to provide the other half of the circuit. The circuits 1 to 5 remain open at contacts 19 and contact bars 15. The circuit is closed when the bomb probe 20 is inserted into the probe hole 23 depressing contact 19 and closing circuit with contact bar 15. When the circuit is thus closed the buzzer 6 will be activated and when switch 28 is closed the buzzer will be deactivated and the bulb 8 will light the proper picture 25 to indicate the hit.

FIG. 5 shows the hit plug 21 used to indicate that a hit has been made in the probe hole 23.

FIG. 6 shows the miss plug 22 used to indicate that a miss has been made in the probe hole 23.

I claim:

1. A game comprising, a game board having multiple rows of multiple probe holes, a probe for selective insertion in said holes from one side of said board, multiple contact bars on the other side of said board, there being a contact bar associated with each of said rows of holes, multiple clip posts on said other side of said board, there being a clip post associated with each of said probe holes, multiple contact members on said other side of said board, there being a contact member electrically connected to each of said clip posts and extending across the associated probe hole in normally spaced relation to the associated contact bar, first indicating means, multiple second indicating means, each of said second indicating means having at least one contact clip for selective attachment to one of said clip posts, energizing circuit means for said first and second indicating means including said contact bars, said contact clips and said clip posts, said second indicating means being adapted to be connected in parallel with each other and in series with said first indicating means, said contact bars being adapted to be connected in parallel with each other, and normally open switch means adapted to be connected in series with said second indicating means and in shunt relation to said first indicating means, whereby upon inserting said probe into a probe hole and depressing the associated contact member into engagement with the associated contact bar an energizing circuit for said first indicating means will be completed whenever one of said contact clips is attached to the clip post associated with that probe hole, and whereby closing said normally open switch means will complete an energizing circuit to the second indicating means connected to said one contact clip.

3

2. A game as set forth in claim 1, wherein certain of said second indicating means have a different number of contact clips connected thereto than do others thereof.

3. A game as set forth in claim 1, wherein said first indicating means comprise sound producing means, and said second indicating means comprise illuminating means having indicia bearing means associated therewith.

4. A game comprising, a game board having multiple probe holes, a probe for selective insertion in said holes from one side of said board, multiple sets of normally open contacts on the other side of said board and associated with said probe holes for being closed upon inserting said probe therein, first indicating means, multiple second indicating means adapted to be connected in parallel, connector means for selectively connecting said second indicating means to said sets of normally open contacts, energizing circuit means for said first and sec-

4

ond indicating means including said sets of normally open contacts and said connectors, and normally open switch means adapted to be connected in series with said second indicating means and in shunt relation to said first indicating means.

References Cited in the file of this patent

UNITED STATES PATENTS

1,518,845	Foley et al. -----	Dec. 9, 1924
2,197,306	Ingraham -----	Apr. 16, 1940
2,512,820	Bader -----	June 27, 1950
2,575,269	Hall -----	Nov. 13, 1951

FOREIGN PATENTS

41,216	Netherlands -----	Feb. 15, 1937
471,041	Italy -----	May 2, 1952