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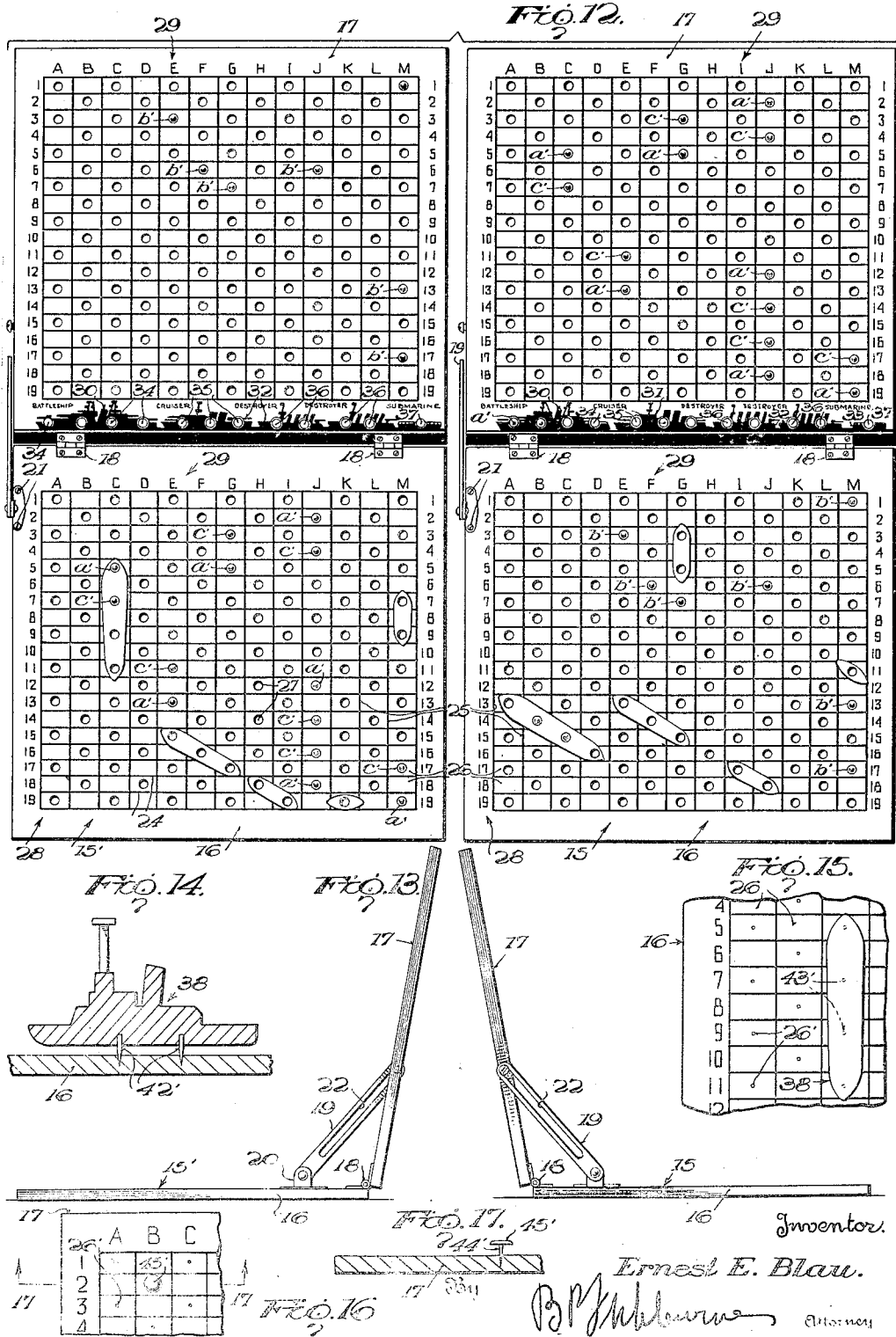
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GAME APPARATUS

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GAME APPARATUS

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My invention relates to game apparatus of the type wherein the targets of one player are screened from the observation of his opponent.

An important object of the invention is to provide a game apparatus of the above mentioned character so constructed that a battle may be played between opposing forces, in a highly interesting and realistic manner.

A further object of the invention is to provide means whereby a target may be placed upon the board in a selected position, and at the maximum number of different angles at such selected position, making it more difficult for the opponent to hit the same.

A further object of the invention is to provide the target with a socket or sockets for receiving a peg or pegs, whereby the target will carry the selected number of pegs for indicating its removal, when hit the proper number of times.

A further object of the invention is to provide each player with a score keeping device including the representation of the targets of his opponent without indicating the location of the same, so that a proper record may be kept of the hits.

A further object of the invention is to provide a game apparatus of the above mentioned character which is particularly well adapted for playing a battle between opposing fleets of warships, while not necessarily restricted to this use.

In the accompanying drawings forming a part of this application and in which like numerals are employed to designate like parts throughout the same,

Figure 1 is a perspective view of a board structure, showing the same opened,

Figure 2 is an end elevation of the board structure, showing the same closed,

Figure 3 is a plan view of boxes or receptacles for receiving the sets of pegs and the targets,

Figure 4 is a perspective view of the "battle-ship" target,

Figure 5 is a central vertical longitudinal section through the same,

Figure 6 is a perspective view of a "cruiser" target,

Figure 7 is a central vertical longitudinal section through the same,

Figure 8 is a perspective view of a "destroyer" target,

Figure 9 is a central vertical longitudinal section through the same,

Figure 10 is a perspective view of a "submarine" target,

Figure 11 is a central vertical longitudinal section through the same,

Figure 12 is a plan view of the board structures of the two opponents, the shooting boards being horizontally arranged for the purpose of illustration, and,

Figure 13 is an end elevation of the board structures of the opponents, showing the same as arranged in use.

Figure 14 is a side elevation of a target showing a modified form of attaching means, the target board being shown in section,

Figure 15 is a fragmentary plan view of the modified form of target board, showing the target thereon,

Figure 16 is a fragmentary plan view of a modified form of shooting board showing a modified form of player piece, and,

Figure 17 is a transverse section taken on line 17-17 of Figure 16.

In order to play the game there are two opponents and these opponents have board structures 15 and 15', which are identical. Each board structure embodies a target board 16 and a shooting board 17. The shooting board 17 is hinged at one longitudinal edge with the adjacent edge of the target board 16, as shown at 18, so that the shooting board 17 may be swung to a raised position with respect to the target board 16 or moved to a closed or collapsed position thereon. The opened and closed positions are shown more particularly in Figures 1, 2, and 13. A link 19 is pivotally connected with a bracket 20, and this bracket is attached to the target board 16, as shown at 21, and this link has a longitudinal slot 22 receiving a headed stud 23, rigidly attached to the shooting board 17. The arrangement is such that when the shooting board 17 is raised to the opened position, it will be swung slightly past the vertical, and will then be stopped by the headed stud 23 engaging the end wall of the slot 22, whereby the raised shooting board will not readily fall from the opened position.

The target board has its upper face provided with longitudinal lines 24, which are equidistantly spaced, and is further provided with transverse lines 25, which are equidistantly spaced, these longitudinal and transverse lines preferably intersecting at right angles, as shown. These intersecting longitudinal and transverse lines produce rectangular blocks or spaces 26. These blocks or spaces are all of the same size and each block or space has a substantially greater length than width. The blocks or spaces 26 are grouped in longitudinal rows and also in transverse rows. The alternate blocks in each longitudinal row are provided with peg receiving sock-

ets or recesses 27, as shown. The arrangement of the sockets or recesses 27 is such that the sockets or recesses of one longitudinal row of blocks are staggered with respect to the sockets or recesses 27 of the next longitudinal row of blocks. The arrangement produces longitudinal rows of sockets or recesses 27 which are preferably designated by numerals 28, running from "1 to 19" inclusive, and preferably located at the opposite ends of the shooting board. The number of longitudinal rows of sockets or recesses may be varied, and hence the numerals in the designations 28 may be increased or decreased. The sockets or recesses 27 are also arranged in transverse rows, which are designated by letters 29, arranged alphabetically and running from "A to M." The number of transverse rows of sockets or recesses may be increased or decreased, and the designating letters will be increased or decreased accordingly. It is not necessary that the sockets or recesses 27 extend through the target board from one face to the other, but the sockets or recesses may do so if desired. The sockets or recesses 27 in the transverse rows "A-M" are closer together than the sockets or recesses 27 in the longitudinal rows "1-19", and these sockets also are grouped in diagonal rows, and the diagonal rows are disposed at an angle of about 45° with respect to the transverse rows. The arrangement is such that there is one set of diagonal rows of sockets or recesses inclined upwardly toward each transverse row and another set of diagonal rows of sockets inclined downwardly toward each transverse row. The sockets or recesses 27 in the diagonal rows are the same distance apart as the sockets or recesses in the transverse rows. This renders it possible for the target, to be described, when placed in a selected position upon the target board, to assume any one of six angular positions, which renders it more difficult to hit the target.

The shooting board 17 of each board structure has its playing face, which is arranged facing the player, when the shooting board is raised, provided with the identical longitudinal lines 24, transverse lines 25, blocks or spaces 26, sockets or recesses 27, designating numerals 28, and designating letters 29. The same longitudinal, transverse, and diagonal rows of sockets or recesses 27 are therefore provided in or upon the playing face of the shooting board 17, and the recesses or sockets preferably do not extend through the forward face of the board 17, although they may do so, if desired. If the shooting board 17 has its playing face arranged uppermost and is then placed upon the upper face of the target board 16, the lines and sockets of the shooting board 17 would then coincide with the lines and sockets of the target board, respectively, as is obvious.

Each shooting board is provided upon its lower portion, beneath the sockets or recesses with a score keeping device including score keeping elements representing the several targets of the opponent. These score keeping elements may be in the form of printed pictures of the targets, here shown for the purpose of illustration as a fleet of warships. These several score keeping elements are designated at 30 "battleship", at 31 "cruiser", at 32 "destroyer", and at 33 "submarine". When the targets represent warships, it is preferred to require different numbers of shots to sink different ships. It is preferred that four shots be required to sink the "battleship" target, and the "battleship" score keeping element is therefore provided with four sockets or recesses 34 to receive pegs, for a purpose to be explained.

For a similar reason the "cruiser" score keeping element is provided with three recesses 35; each "destroyer" score keeping element with two recesses 36, and the "submarine" score keeping element with one recess 37. The targets in the present embodiment of the invention will correspond to the score keeping elements.

Each player is provided with targets, and for the purpose of illustration, I have shown the targets as comprising a "battleship" target 38, a "cruiser" target 39, two "destroyer" targets 40, and a "submarine" target 41. Fewer or more ships may be used, or different types of ships may be used. The "battleship" target is provided with a pair of spaced pegs 42, rigidly secured thereto and depending therebelow. These pegs are spaced the same distance apart as the sockets or recesses 27 in the transverse and diagonal rows, and hence the pegs 42 may be inserted in any pair of sockets or recesses 27 in any diagonal row or in any pair of sockets or recesses 27 in any transverse row. The "battleship" target 38 is provided in its upper surface with four peg receiving sockets or recesses 43, so arranged that they will coincide with four of the sockets or recesses 27, when the "battleship" target is placed upon the target board. In a similar manner, the "cruiser" target 39 is provided with a pair of spaced pegs 44, corresponding to the pegs 42 and adapted for insertion within the sockets or recesses 27 in the transverse or diagonal rows, and the "cruiser" target 39 has three peg receiving sockets or recesses 45, which will coincide with three of the sockets or recesses 27 when the "cruiser" target is placed upon the target board 16. Each "destroyer" target 40 has a pair of spaced pegs 46, corresponding to the pegs 42, and adapted to be inserted within the sockets or recesses 27 in the transverse and diagonal rows, and each "destroyer" target is provided with peg receiving sockets or recesses 47, concentric with the pegs 46 and therefore adapted to coincide with a pair of sockets or recesses 27 when the "destroyer" target is placed upon the target board. The "submarine" target 41 has one peg 48 for insertion within a selected socket or recess 27 and the "submarine" target has one socket or recess 49 concentric with its peg 48 and therefore adapted to coincide with the selected socket or recess 27 when the "submarine" target is placed upon the target board.

Each player is provided with identical sets of pegs, Figure 3, which may be designated by the reference characters a' to x' , inclusive, and held within compartments A' to X' , inclusive, respectively. These pegs have been designated by the reference characters a' to x' for the purpose of convenience in describing the operation of the game, but the different sets of pegs are preferably distinguished from each other by different colors. One set of pegs may be green, another set brown, another set yellow, another set red, another set purple, another set black with blue caps, another set brown with yellow caps, another set yellow with red caps, etc. While I have shown pegs as constituting the player pieces, yet the invention is not restricted to the use of pegs, as player pieces in the form of headed pins may be used, as will be described.

The playing of the game is as follows:

The players face each other, and the back of the shooting board 17 of one board structure is disposed opposite the back of the shooting board 17 of the opponent, as illustrated in Figure 13, the playing face of each shooting board 17 be-

ing arranged facing each player. The shooting boards 17 also serve to screen or cover the target boards, so that the targets of the opponent cannot be seen by the player. In Figure 12, the two board structures are facing in the same direction rather than in opposite directions for the purpose of illustrating the playing of the game.

The opposing fleets may be arranged upon the target boards, in the positions shown in Figure 12. This arrangement is made for the purpose of illustration. The "battleship" target 38, board structure 15, has its pegs 42 inserted in sockets 27, which would be designated "B-14" and "C-15" by reading the letters to the right and the numerals 28 downwardly. By withdrawing the rear peg 42 from its socket and turning the "battleship" target for about 45°, the pegs 42 will now enter sockets "C-13" and "B-14". The "battleship" target may further be turned so that its pegs 42 will be in sockets "B-12" and "B-14", and it may be turned for about 180° so that its pegs 42 will be in sockets "B-14" and "B-16". This adjustment is on one side of the transverse line and there are also two angular positions of adjustment on the opposite side of the transverse line, making a total of six possible angular positions throughout a complete circle. To be able to place the "battleship" target at numerous angles and in numerous positions is an important feature of the invention as it renders the hitting of the "battleship" target more difficult. A similar adjustment, at each location may be effected for the "cruiser" target 39 and each "destroyer" target. In each of the "battleship", "cruiser" and "destroyer" targets, the sockets or recesses formed therein, are directly over the pegs carried by the target and coincide therewith. Each of these targets is elongated and their sockets are arranged in a row extending longitudinally of the target, and the elongated target with its longitudinal row of sockets, is capable of being shifted to six angular positions at each location, four diagonal positions and two straight angle positions with relation to the transverse rows "A" of sockets 27. With this explanation as to the location of the several warships constituting the opposing fleets, the player at board structure 15 now removes seven pegs *a'* and the player at board structure 15' removes seven of the pegs *a'*. The player at board structure 15 being the first to shoot, will now turn to the shooting board 17 and will select a socket 27 therein and will then read longitudinally along the letters to "C" and then transversely to "5", this being the position of the socket 27 selected, reading his shot as "C-5" and will then place the peg *a'* in the socket "C-5". The opponent will trace the shot on the target board at the board structure 15' and reading longitudinally to "C" and transversely to "5" will insert the peg *a'* in the socket 43 of the "battleship" target, which socket is directly over the target board socket "C-5". The player at board structure 15 may insert the next peg in the shooting board 17 at "E-13" and then reads the shot and the opponent at the board structure 15' inserts a peg *a'* in the socket "E-13" on the target board. The player at board structure 15 may insert the next peg in the socket "G-5", shooting board 17, and read the shot, and his opponent inserts a peg *a'* in the socket "G-5" on his target board, and the playing is continued in this manner until the player at board structure 15 has had seven shots,

and has inserted seven pegs *a'* in the shooting board 17, and his opponent has inserted seven pegs *a'* in the target board 16, at the board structure 15', as shown. The player at board structure 15, after completing his seven shots then asks the player at board structure 15' if he has hit any of the targets, and the player at board structure 15' advises him that he has hit the "battleship" target once. The player at board structure 15 now inserts one of the pegs *a'* in one socket 34 of the "battleship" score keeping element, and this will serve to remind him that the "battleship" target was hit with an *a'* peg. The player at the board structure 15' then selects seven pegs *b'* and the player at board structure 15 takes seven of these pegs *b'*, and the player at board structure 15' arranges these pegs in the sockets of his shooting board 17, reading out each shot by the designation of the sockets and his opponent at the board structure 15 places the corresponding pegs *b'* on the target board 16. The location of the pegs *b'* on the shooting board 17 at board structure 15' and on the target board 16, at board structure 15, is indicated in Figure 12, and is described as "E-3", "F-6", "G-7", "J-6", "M-1" "M-13" and "M-17". No hits have been made on the target board 16, at board structure 15, and the player at the board structure 15 so advises his opponent at the board structure 15'. Since the player at the board structure 15 has hit the "battleship" target on the target board 16, at board structure 15', as indicated by the peg *a'* in the "battleship" score keeping element 30, the player at board structure 15, if he is skillful, upon again shooting, inserts his next pegs adjacent to the pegs *a'* in the shooting board 17, board structure 15, in order to hit the "battleship" again. Of course, the player at board structure 15 does not know which peg *a'* has hit the "battleship" target. He again takes seven pegs *c'* and his opponent takes seven of the same pegs. The player at board structure 15 inserts one peg *c'* in the socket "C-7", another in the socket "G-3", another in the socket "J-4", another in the socket "J-14", another in the socket "J-16", another in the socket "M-17" and another in the socket "E-11", and calls out each shot so that his opponent at the board structure 15' inserts the pegs, one peg *c'* in the socket of the "battleship" target directly over socket "C-7" on target board 16, another in socket "G-3", another in socket "J-4", another in socket "J-14", another in socket "J-16", another in socket "M-17" and another in socket "E-11". The opponent at board structure 15' now advises the player at board structure 15 that he has hit the "battleship" target a second time. The player at board structure 15 now inserts one of the pegs *c'* in another socket of the "battleship" score keeping element and he therefore knows that he has hit the "battleship" target twice, by a peg *c'* and *a'*, and when he shoots in succession he inserts his pegs into sockets adjacent to the pegs *a'* and *c'*, shooting board 17, board structure 15. The two players shoot alternately and whenever pegs have been inserted in all of the sockets of a target warship, such warship is regarded as sunk and is therefore removed from the target board. When the "battleship" is sunk, the player of that fleet is deprived of two of his shots at each turn, and such player is deprived of two shots when his "cruiser" is sunk and one shot when each "destroyer" is sunk and one shot when his "submarine" is sunk.

The players continue to shoot alternately until all of the ships in one fleet are sunk, and the player then having ships remaining, wins the game. It is thought to be unnecessary to give further illustrations of the shooting.

While I have shown and described the boards as equipped with recesses or sockets to receive the player pieces or pegs, and pegs of the target elements, yet the invention is not restricted to the use of such recess or sockets, as they may be dispensed with. When this is done, the spaces 26 of the shooting board and the target board are preferably then provided with a location indicating element, which may be in the form of a dot 26'. If desired, these dots may be omitted. The target, as indicated in Figure 14, is provided with pointed projections or pins 42', which are adapted to be forced into the spaces of the boards, at the location indicating elements 26', when they are provided. The target is also preferably provided with player piece location indicating elements 43', preferably formed of dots, and the location indicating elements 43' are adapted to be arranged above and register with selected location indicating elements 26'. Instead of using pegs, as player pieces, I contemplate using pins 44', having heads 45', which will be properly designated or distinguished, by different colors or color combinations, or by any other suitable means. These pins are adapted to be forced into the shooting board 17, at the location indicating elements 26', when they are used, or into the selected spaces 26, and these pins are also adapted to be inserted into the target at the location indicating element or elements 43', when they are used. The pin or prong arrangement is very similar to the use of the pegs, particularly where the location indicating elements are employed, as the insertion of the pin will produce an opening, or socket within which the pin may again be inserted.

While I have shown and described the targets as consisting of warship targets, the invention is not necessarily restricted to such type of targets, as the game may be played with other targets, military or otherwise. It is preferred that the targets be elongated and that the sockets of the targets be arranged in longitudinal rows.

It is to be understood that the form of my invention herewith shown and described is to be taken as a preferred example of the same and that various changes in the shape, size, and arrangement of parts may be resorted to without departing from the spirit of my invention or the scope of the subjoined claims.

Having thus described my invention, I claim:

1. In game apparatus, a target board and a shooting board, each board having rows of spaced sockets and characters designating such rows, a target to be arranged upon the target board and having spaced pegs for insertion within selected sockets of the target board, the target also having a row of sockets corresponding in arrangement to the adjacent sockets of the target board when the pegs of the target are within selected sockets of said target board, the board sockets and the target sockets being adapted to receive the same pegs.

2. In game apparatus, a target board and a shooting board, each board having sockets arranged in longitudinal, transverse and diagonal rows, the sockets in the transverse and diagonal rows being spaced the same distance apart and spaced a different distance apart from the sockets in the longitudinal rows, and a target for ar-

rangment upon the target board and having pegs spaced for insertion within the sockets in the transverse or diagonal rows, said target also having peg receiving sockets.

3. In game apparatus, a target board having longitudinal and transverse sets of sockets and characters designating such sets, a target having a peg for insertion in a selected socket and also provided with a socket for receiving a peg, the socket of the target being in substantial alignment with the peg of the target and of substantially the same diameter.

4. In game apparatus, a target board having peg receiving sockets, and a target to be arranged upon the board and carrying a peg for insertion in a selected socket and also having a peg receiving socket, the socket of the target substantially coinciding with the peg of the target and being of substantially the same diameter as the sockets in the target board so that the player peg may be inserted in the socket of the target or in the socket of the target board and will be properly held therein.

5. In game apparatus, a target board having spaced peg receiving sockets, and a target to be arranged upon the board and carrying a plurality of spaced pegs for insertion within selected sockets and also having peg receiving sockets which are in general alignment with the pegs carried by the target the sockets of the target being substantially of the same size as the sockets of the target board to properly receive and hold player pegs.

6. In game apparatus, a target board having spaced peg receiving sockets, a target to be arranged upon the board, spaced pegs attached to the target and extending downwardly below the same for insertion within selected sockets, the target also having upon its upper surface peg receiving sockets which are in general alignment with the pegs attached to the target, the sockets of the target being of substantially the same size as the sockets of the target board so that both sets of sockets are adapted to properly receive and hold player pegs.

7. In game apparatus, a target board having spaced peg receiving sockets, warship targets to be arranged upon the target board, a peg attached to each warship target for insertion within a selected socket, the targets having peg receiving sockets, the number of sockets on one target being different from the number of sockets on another target, each target having one peg receiving socket in substantial alignment with its peg, the peg receiving sockets of the targets being adapted to receive the same player pegs which are inserted in the peg receiving sockets of the target board.

8. A target to be arranged upon a board and having a peg depending therefrom and a peg receiving socket, the socket being arranged above the peg and in substantial alignment therewith and having substantially the same diameter as the peg.

9. A target to be arranged upon a board having spaced pegs depending therefrom and spaced peg receiving sockets arranged above the pegs and in general alignment therewith.

10. In game apparatus, a board structure comprising a target board and a shooting board, each board having spaced position indicating devices arranged in intersecting longitudinal, transverse, and diagonal rows, the devices in the transverse rows and in the diagonal rows being spaced substantially the same distance apart and the de-

vices in the longitudinal rows being spaced a different distance apart than the devices in the transverse and diagonal rows, and a target to be arranged upon the target board and having projections spaced for substantially the same distance as the devices of the transverse and diagonal rows for coaction with such devices for defining the relative position of the target upon the target board.

11. In game apparatus, a board structure comprising a target board and a shooting board, each board having spaced position indicating devices arranged in a first set of rows and in a second set of rows, the second set of rows being disposed at substantially a right angle to the first set of rows, and also arranged in a set of diagonal rows, the devices in the first set of rows and in the diagonal rows being spaced for substantially the same distance while the devices in the second set of rows are spaced for different distances than the devices in the first set of rows and in the diagonal rows the first set of rows, the second set of rows, and the diagonal set of rows all intersecting, each board having characters designating the first and second sets of rows, and a target for arrangement upon the board and having projections which are spaced for substantially the same distance as the position indicating devices of the first set of rows and the diagonal rows, for coacting therewith in determining the relative position of the target.

12. In game apparatus, a board structure comprising a target board and a shooting board, each board having spaced position indicating devices, arranged in a first set of rows and a second set of rows, the second set of rows being disposed at substantially a right angle to the first set of rows, and also arranged in a diagonal set of rows all of said sets of rows intersecting, the devices in the first set of rows and in the diagonal rows being spaced for substantially the same distance while the devices in the second set of rows are spaced for different distances than the devices in the first set of rows and the diagonal rows, each board having characters designating the first and second sets of rows of position indicating devices, and the target for arrangement upon the target board and having projections which are spaced for substantially the same distance as the devices of the first set of rows and the devices of the diagonal rows for coaction therewith in determining the relative position of the target, said target having position indicating devices which are in

substantial alignment with the projections of the target.

13. In game apparatus, a board structure comprising a target board and a shooting board, each board having spaced position indicating devices, such devices being arranged in intersecting transverse rows, longitudinal rows and diagonal rows, each board having characters for designating the transverse and diagonal rows, the devices in the transverse rows and in the diagonal rows being spaced substantially the same distance apart and the devices in the longitudinal rows being spaced a different distance apart than the devices in the transverse and diagonal rows, and a target for arrangement upon the target board and having projections spaced the same distance apart as the position indicating devices in the transverse and diagonal rows for coaction with such devices in determining the relative position of the target, said target also having position indicating devices arranged above and in substantial alignment with the projections of the target and spaced apart for substantially the same distance as the position indicating devices of the transverse and diagonal rows.

14. In game apparatus, a target board and a shooting board, each board having rows of substantially equi-distantly spaced position indicating devices, and a target to be arranged upon the target board, said target having depending projections spaced for substantially the same distance as the position indicating devices of the target board for engagement therewith and thereby defining the relative position of the target, said target having position indicating devices disposed at its top and in substantial vertical alignment with the depending projections.

15. In game apparatus, a target board and a shooting board, each board having rows of substantially equi-distantly spaced position indicating devices, and a target to be arranged upon the target board, said target having depending projections spaced for substantially the same distance as the position indicating devices of the target board for coaction therewith and thereby defining the relative position of the target, said target having spaced position indicating devices exceeding in number the depending projections of the target, certain of the target position indicating devices being in substantial alignment with the target projections.

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