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PATENT SPECIFICATION



Application Date: June 17, 1937. No. 16815/37.

494,037

Complete Specification Left: June 3, 1938.

Complete Specification Accepted: Oct. 19, 1938.

PROVISIONAL SPECIFICATION

New or Improved Apparatus for Playing an Indoor Game

I, GEORGE GEOFFREY BULL, a British Subject, of 105, Branwood Road, Kings Heath, Birmingham, in the County of Warwick, do hereby declare the nature of this invention to be as follows:—

This invention concerns new or improved apparatus for playing an indoor game.

More particularly the present invention is concerned with apparatus whose novel features are combined in that kind of game of which a subdivided and substantially flat playing area forms an essential part.

The object of the present invention is, by the employment of these novel features to stimulate interest among skilled players by the degree of individual initiative made available to them, and to offer facilities for quick comprehension by the uninitiated.

A further object of the invention compatible with its simplicity is the dispensing with apparatus such as dice.

According to this invention, apparatus for playing an indoor game comprises or includes in combination, a flat or substantially flat playing area marked with sub-divisions as for instance, by a plurality of squares and including a plurality of ports, depots or like starting and finishing bases, preferably marginal to said sub-divisions, pieces for moving over the playing area, tokens or cards analogous to playing cards some of which are marked with varying numerical values for the purpose of jointly determining—

(a) The maximum number of said sub-divisions over which a piece may be moved.

(b) A contestant value as between different combinations of said cards, and other cards marked to represent that which the players contest for and collect, for example, treasure, and also marked with values relative to the values on the first mentioned cards, and further cards bearing instructions hazardous to the playing of the game, and a defined area or areas or means for defining an area or areas less than and within the playing area, wherein, upon a piece being moved into the said defined area or areas, the

said hazardous cards become operative.

In one embodiment of the invention, the apparatus comprises a flat playing area the whole or major portion of which is marked with small squares about 1" square or slightly less, the said playing area being itself preferably square and each side of the playing area when square containing a row of 26 to 30 small squares, as for instance, 29 small squares.

The sides of the said area may have markings projecting therefrom at intervals to define a plurality of ports as for instance, eight ports, two on each side of the area, each port being one square in width where it joins the playing area.

The said ports are preferably positioned so as not to be opposite to one another, and so that lines drawn through any column of squares terminating in a port, or drawn obliquely to the sides of the playing area through the two corners of a port adjacent thereto shall not pass through a hazard area defined or definable at or adjacent the centre of the playing area, the said hazard area being preferably square about 4 to 6 squares in length of side.

The said hazard area may be painted or printed on the playing area, or may be an object movable thereon, and in any case may coincide or register with a part of the playing area, and may consist of a rectangular or round object constituting an island.

A second island, preferably with a flat top, may occupy and register or coincide with a given number of small squares in an adjacent part of the playing area or in one corner thereof.

One or both of the said islands, preferably that one only at the centre of the playing area, may be constructed to accommodate cards in three compartments and may comprise a base and a rotatable super-structure resembling cliffs and containing three slots which may be horizontal and superposed, each slot being capable of receiving a plurality of playing tokens such as cards of a size about half that of normal playing cards.

The said slots or spaces may be marked to indicate their respective contents with

symbols such as " T " for Treasure, " C " for crew, and " ? " for chance or hazard cards.

5 The island with a flat top referred to above is preferably capable of receiving two such cards laid flat side by side.

10 The apparatus also comprises in one preferred form a plurality of ships each preferably distinguishable one from another by rig and/or colour of hull or sails or shape.

15 The distance which each ship may move is determined by crew cards divided into two kinds distinguishable from one another by colour and/or shape. Preferably the two kinds of crew cards are distinguishable from one another by colour, and are marked with numerical values.

20 The apparatus in its preferred form also comprises a plurality of sets of Treasure, each set consisting of a plurality of tokens as for instance, five cards which may be identical in each set and denote Diamonds, Pearls etc.

25 Each card of each Treasure set may be marked with a numerical value preferably comparable to the values of the crew cards, or slightly exceeding them in some cases.

30 The Treasure and/or crew cards may be marked contrastingly for the purpose of distinguishing them without the particular Treasure being identified.

35 The apparatus also comprises a set of about 30 hazard or chance cards which may be identified by a contrasting shape or marking from the Treasure and/or crew cards.

40 These chance cards are placed in, and remain in one of the spaces or slots on the central island, and the face of each of

these chance cards bears instructions to the player drawing same.

45 One or more signs or symbols may be marked on the margin of the playing area, or on a card or cards which may be placed adjacent the said margin to permit association with certain of the hazard cards.

50 Rules may be provided governing the playing of the game, and particularly defining the method of determining the values of the respective crews both for sailing and other manœuvres.

55 The game obtainable with the apparatus according to the invention will be found to incorporate many advantages as follows:—

60 A great variety of ever changing situations results from the simple apparatus described, which situations are developed by the decisions constantly demanded from each player as to the best course for him to pursue under the prevailing conditions.

65 The deciding factors at each players turn are, due to the absence of dice, more nearly under his absolute control thus permitting him to decide and to pursue his own policy, and to change his policy and tactics as the game proceeds.

70 Although skill may be found to slightly predominate during play, the player who prefers to play by hazard may do so and may even win under conditions otherwise adverse.

75 In fact, a good climax towards the end of the game may be said to be assured as a general rule, errors of judgment affecting the result being more particularly noticeable at that stage.

80 Dated this 16th day of June, 1937.

G. G. BULL.

COMPLETE SPECIFICATION

New or Improved Apparatus for Playing an Indoor Game

85 I, GEORGE GEOFFREY BULL, a British Subject, of 105, Branwood Road, Kings Heath, Birmingham, in the County of Warwick, do hereby declare the nature of this invention and in what manner the same is to be performed, to be particularly described and ascertained in and by the following statement:—

90 This invention concerns new or improved apparatus for playing an indoor game.

95 More particularly the present invention is concerned with apparatus whose novel features are combined in that kind of game of which a subdivided and substantially flat playing area forms an essential part.

The object of the present invention is,

100 by the employment of these novel features to stimulate interest among skilled players by the degree of individual initiative made available to them, and to offer facilities for quick comprehension by the uninitiated.

105 A further object of the invention compatible with its simplicity is the dispensing with apparatus such as dice.

The game obtainable with the apparatus according to the invention will be found to incorporate many advantages as follows:—

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for him to pursue under the prevailing conditions.

The deciding factors at each players turn are, due to the absence of dice, more nearly under his absolute control thus permitting him to decide and to pursue his own policy, and to change his policy and tactics as the game proceeds.

Although skill may be found to slightly predominate during play, the player who prefers to play by hazard may do so and may even win under conditions otherwise adverse.

In fact, a good climax towards the end of the game may be said to be assured as a general rule, errors of judgment affecting the result being more particularly noticeable at that stage.

According to this invention, apparatus for playing an indoor game comprises or includes in combination, a flat or substantially flat playing area such as a board marked with sub-divisions as for instance, by a plurality of squares and including a plurality of ports, depots or like starting and finishing bases, preferably marginal to said sub-divisions, pieces for moving over the playing area, tokens representing that which the players contest for and collect, for example, treasure, and cards analogous to playing cards some of which are marked on their playing faces with varying numerical values for the purpose of jointly determining—

(a) The maximum number of said sub-divisions over which a piece may be moved.

(b) A contestant value as between different combinations of said cards, and other of such cards bearing instructions serving to impart hazard to the playing of the game, and a defined area or areas or means for defining an area or areas less than and within the playing area, wherein, upon a piece being moved into the said defined area or areas, the said hazardous cards become operative.

The squared playing area may be coloured or otherwise made to represent the sea and the pieces for moving over the playing area by the players may be miniature ships or represent ships.

The cards marked with varying numerical values may indicate or represent crew or pirates which are for the purpose of allotting to the players a sailing and fighting force.

These cards, by reason of markings may be divided into two different kinds of crew as hereinafter more fully referred to.

The defined area, which when entered by a ship, brings into operation the cards serving to impart hazard to the playing of the game, may be adjacent to or surround

a space or an island. This defined area may consist of all those squares of the playing area only immediately adjacent to or surrounding the space or island.

The space or island may be marked or arranged to accommodate the hazard cards and also to accommodate the treasure tokens which may represent in miniature, Diamonds, Rubies, Gold, Pearls and barrels of Rum.

The space or island may be suitably decorative as by pictorial representations which may be coloured and include coastline scenery and a picture purporting to show an abandoned treasure chest.

In the case of an island this may be a structure separable from the board and may be of a size and shape in plan to permit it to register with and be positioned by an aperture in the board.

The ports may each consist of one square which may be marked "harbour", and this may project from the side of the playing area.

Preferably these ports are arranged at intervals around the playing area and so positioned with respect thereto that no two ports are connected by any one column of squares or by a straight line drawn diagonal to the area margin and passing through the corners of squares.

Furthermore, lines drawn to pass through any column of squares terminating in a port or harbour or to extend obliquely to the sides of the playing area through opposite corners of a port or harbour do not pass through said defined area.

In a margin to the playing area certain spaces may be defined and bear wording with reference to their use in conjunction with the ports to which they are adjacent.

Two islands additional to that which may be within the hazard area, may be marked upon the playing area or positioned thereon in opposite corners of the board or substantially so.

In order that this invention may be more clearly understood and readily carried into practical effect reference is made in further describing same, to the accompanying drawings wherein—

Fig. 1 is a view of the playing area as seen in plan.

Fig. 2 is a perspective view of a piece for moving over the playing area.

Figs. 3 to 6 are views respectively illustrating miniature treasure tokens.

Figs. 7 to 9 are views showing the playing faces of the cards marked to represent crew.

Figs. 10 to 12 are views showing the reverse faces of the cards shown in Figs. 7 to 9.

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Fig. 13 is a perspective view of an island structure separable from the board or playing area.

Fig. 14 consists of views of the playing 5 faces of all the hazard cards.

Fig. 15 is a view showing a reverse face applicable to all the hazard cards shown in Fig. 14.

Referring to the drawings a flat play- 10 ing area 1 is marked into square sub- divisions 2.

This playing area may comprise a board or the like composed of suitable material such as card-board, mill-board etc. and 15 such board may be capable of being folded in the usual way.

Port squares 2a are indicated by the word "Harbour" and are located two at each side of the square playing area 1 so 20 as to project therefrom and into a surrounding margin as shown.

Central of the playing area 1 is a space, in the present case an aperture 3.

An area defined by the rules of the game 25 as that in which the hazard cards are rendered operative is that consisting of the squares 2b of the playing area immediately adjacent to and bordering this space or aperture 3.

The port or harbour squares 2a are 30 located in relation to each other and to the hazard area in the following manner:—

The playing area shown in Fig. 1 is sub-divided by squares 2 a column of 35 which totals 25 for the full width of the playing area in either direction, and therefore each side of the playing area is 25 squares long.

Counting from each corner square a port 40 or harbour is located at the eighth square along one side, and at the ninth square along the adjacent side.

In this way a column of squares extending from one port harbour does not 45 coincide with that column of squares extending from the port harbour immediately opposite, nor may any two port harbours be connected by one straight line drawn diagonally and through the 50 opposite corners of the squares.

Similarly no column of squares extending from any port harbour extends into the hazard area constituted by the squares 2b, and no square on or intersected by a 55 straight line drawn diagonally from and through the opposite corners of any port harbour square 2a and extending completely across the playing area 1 lies within or extends into the hazard area con- 60 stituted by the squares 2b.

Portions of the margin adjacent to each port harbour are marked off into separate spaces 4 and 5, the two spaces 4 and 5 at each port harbour corresponding to the 65 respective spaces at the other port

harbours.

The two spaces 4 and 5 at each port harbour serve different purposes in accordance with the rules of the game and the wording printed upon said spaces 70 4 and 5.

At one corner of the board or playing area 1 a further space 6 is marked as for instance with an anchor as shown, which space is for use in accordance with the 75 rules of the game.

The remainder of the margin may contain decorative pictorial or other matter 7.

At one corner of the playing area 1 and preferably spaced from the margin by a single column of squares is a portion of said area which is marked to represent an island 8, and this may bear the caption and be referred to as "Flat Island" 85

As shown in the drawings "Flat Island" may extend over 12 sub-divisions 2a of the playing area 1.

At the corner opposite to that in which "Flat Island" is located, is another 90 Island 9 of a size similar to that of Flat Island, and preferably similarly spaced from the margin of the playing area.

This second island 9 may bear the caption and be referred to as "Pirates 95 Island", and is marked with a space 10 for use in accordance with the rules of the game.

As shown in Fig. 2 the pieces 11 for moving over the playing area 1 may take 100 the form of miniature representations of ships each preferably with a flat base.

These pieces 11 may be made of wood or any other suitable substance.

The surface of each ship is recessed at 105 12 to provide a shallow receptacle which may be used to accommodate and carry treasure tokens.

The treasure tokens are shown in Figs. 3 to 6 and the token 13 shown in Fig. 3 110 is one of twelve tokens, six of which represent diamonds and six of which represent rubies, the latter preferably being distinguishable from the former by a difference in colour. 115

The token 14 shown in Fig. 4 is one of six tokens each of which represents a bar of gold.

The token 15 shown in Fig. 5 is one of six tokens each of which represents a 120 pearl.

The token 16 shown in Fig. 6 is one of six tokens each of which represents a barrel of rum.

Figs. 7, 8 and 9 illustrate the playing 125 faces of crew cards the card 17 in Fig. 7 representing a crew value of one, there being twenty of such cards 17, in ten of which the figures and numbers are coloured red, the figures and numbers of 130

the remaining ten cards being coloured black.

The card 18 shown in Fig. 8 represents a crew value of two, there being twenty five four of such cards, on twelve of which the figures and numbers are coloured red, the figures and numbers of the remaining twelve cards being coloured black.

The card 19 shown in Fig. 9 represents a crew value of three, there being eight of such cards, on four of which the figures and numbers are coloured red, the figures and numbers of the remaining four cards being coloured black.

Fig. 10 shows the card face reverse to that face of the card 17 shown in Fig. 7, and the crew value is indicated by the numeral appearing centrally of this reverse face.

Similarly Figs. 11 and 12 show the card faces reverse to those faces of the cards 18 and 19 shown in Figs. 8 and 9 respectively.

An advantage obtained by the division of the crew cards by means of two distinct colourings of figures and numbers as set forth above, is the facility for determining two values from one selection of crew cards as follows:—

(a) A value determined by adding together all crew values irrespective of colour.

(b) A value determined by subtracting a crew value of one colour from a crew value of the other colour.

These values (a) and (b) may be used concurrently and may be varied during the playing of the game.

Referring to Fig. 13 the island structure 20 consists of one part 20a in the form of a tray-like receptacle adapted to accommodate the treasure tokens 13, 14, 15, 16 for the purpose of the game, and another part 20b comprising a closed box-like device with a slit 21 to create a yielding flap 22 adapted to be depressed to receive the hazard cards.

The whole may be suitably constructed of cardboard and is of a size and shape in plan corresponding or substantially corresponding to that of the aperture 3 in the playing area 1, with which the island is adapted to register and be positioned thereby and therein.

This island 20 may be suitably decorated for example by a coloured representation of trees, flowers etc., and a picture purporting to show an abandoned treasure chest may appear on the bottom of the tray part 20a.

Fig. 14 illustrates the playing faces of all the twenty-eight hazard or chance cards 23 each of which bears instructions as shown for use in playing the game.

Fig. 15 shows the card face which in

reverse is common to all those faces of the hazard or chance cards 23 which are shown in Fig. 14 and may bear the words "chance card" substantially as shown.

Having now particularly described and ascertained the nature of my said invention and in what manner the same is to be performed, I declare that what I claim is:—

1. Apparatus for playing an indoor game comprising or including in combination a flat or substantially flat playing area such as a board marked with subdivisions as by a plurality of squares and including a plurality of ports, depots, or like starting and finishing bases, preferably marginal to said sub-divisions, pieces for moving over the playing area, tokens representing that which the players contest for and collect, for example, treasure and cards analogous to playing cards, some of which are marked on their playing faces with varying numerical values for the purpose of jointly determining:—

a). The maximum number of said sub-divisions over which a piece may be moved.

b). A contestant value as between different combinations of said cards and other of such cards bearing instructions serving to impart hazard to the playing of the game and a defined area or areas or means for defining an area or areas less than and within the playing area wherein, upon a piece being moved into same said hazardous cards become operative.

2. Apparatus according to Claim 1 wherein said squared playing area is coloured or otherwise made to represent the sea and said pieces for moving over the playing area are miniature ships or represent ships and said cards marked with varying numerical values indicate or represent crew or pirates.

3. Apparatus according to either of Claims 1 or 2 wherein said defined area less than and within the playing area is adjacent to or surrounds a space or an island.

4. Apparatus according to Claim 3 wherein said defined area less than and within the playing area consists of all those squares of the playing area only immediately adjacent to or surrounding said space or island.

5. Apparatus according to Claims 3 or 4 wherein said space or island is marked or arranged to accommodate said cards bearing instructions serving to impart hazard to the playing of the game and also to accommodate said treasure tokens, and may bear pictorial representations.

6. Apparatus according to any of 130

Claims 3, 4 or 5 wherein said island comprises a structure, separable from the board or like playing area.

7. Apparatus according to Claim 6 wherein said island structure is of a size and shape in plan corresponding or substantially corresponding to that of an aperture in said board so as to register therewith and be positioned thereby and therein.

8. Apparatus according to Claim 6 or Claim 7 wherein said island structure is of cardboard or the like and consists of one part in the form of a tray-like receptacle for said treasure tokens and another part comprising a closed, box-like device with a slit or slits in its upper surface to provide a yielding flap adapted to be depressed to receive said cards bearing instructions serving to impart hazard to the playing of the game.

9. Apparatus according to any of the preceding claims wherein said ports, depots or the like, each preferably consisting of one harbour square projecting from the side of the playing area, are arranged at intervals around the playing area which may be square, and so positioned with respect thereto that no two ports are connected by any one column of squares or by a straight line diagonal to the area margin and passing through the corners of squares.

10. Apparatus according to Claim 9 wherein said ports or harbours are positioned with respect to the playing area so that lines passing through any column of squares terminating in a port, or extending obliquely to the sides of the playing area through opposite corners of a port do not pass through said defined area.

11. Apparatus according to any of the preceding Claims wherein said cards marked with varying numerical values represent as by colour difference, two distinctive values applied for instance, to crew for ships.

12. Apparatus according to Claim 11 wherein said colour difference exists as between marking such as pictorial representation(s) on the playing face of said cards.

13. Apparatus according to any of the preceding claims wherein said cards marked with varying numerical values each have said numerical value marked on the face reverse to the playing face in

addition to said marking of numerical value on the playing face.

14. Apparatus according to any of the preceding claims wherein said tokens which may be miniature represent Diamonds, Rubies, Gold, Pearls and barrels of Rum.

15. Apparatus according to Claim 14 wherein said tokens comprise five sets of six of each kind.

16. Apparatus according to any of the preceding claims wherein said playing area includes a margin bearing markings serving to define portions of said margin in reference to each of said ports, depots, or like starting and finishing bases, and the remainder of the margin or part thereof may bear pictorial representations.

17. Apparatus according to Claim 16 wherein said defined portions of said margin are arranged two adjacent to each port etc. or one either side adjacent to each port etc. and bear wording relating to their use, and may be coloured and/or otherwise rendered distinctive from the remainder of the margin and/or each other.

18. Apparatus according to either of Claims 16 or 17 wherein said defined portions of said margin or some of them or part thereof and said pieces for moving over the playing area are marked so that one piece is identifiable with one port, depot or like starting and finishing base only.

19. Apparatus according to any of the preceding claims wherein said playing area has markings defining spaces therein said spaces being of a size considerably less than that of the playing area, and one of which spaces may be situated adjacent a corner of said playing area opposite to that corner in which the other space may be situated.

20. Apparatus according to Claim 19 wherein said spaces in said playing area bear wording relating to their use, and may bear pictorial representations.

21. New or improved apparatus for playing an indoor game substantially as described.

22. New or improved apparatus for playing an indoor game substantially as described with reference to the accompanying drawings.

Dated the 2nd day of June, 1938.

G. G. BULL.

[This Drawing is a reproduction of the Original on a reduced scale.]

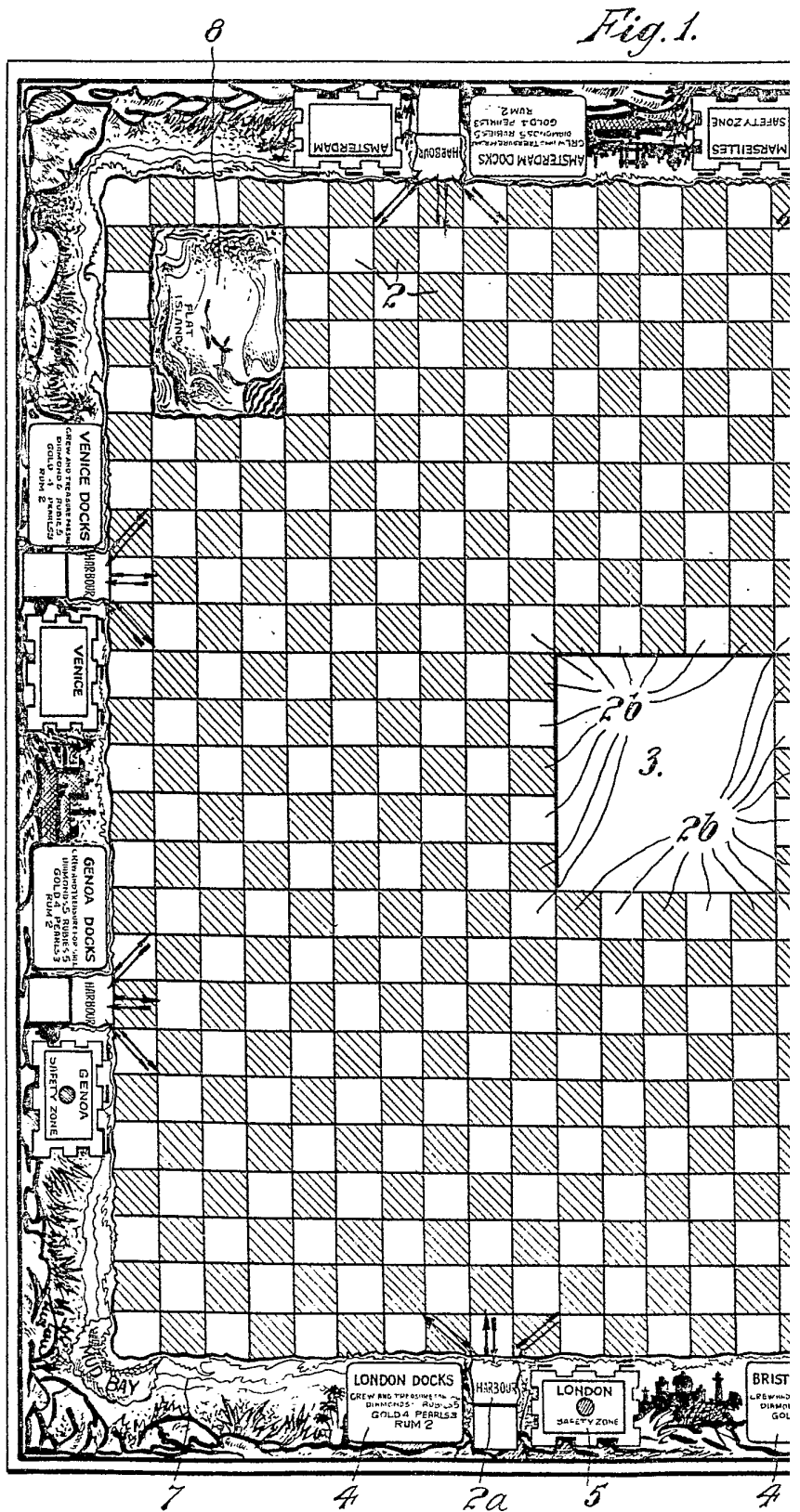
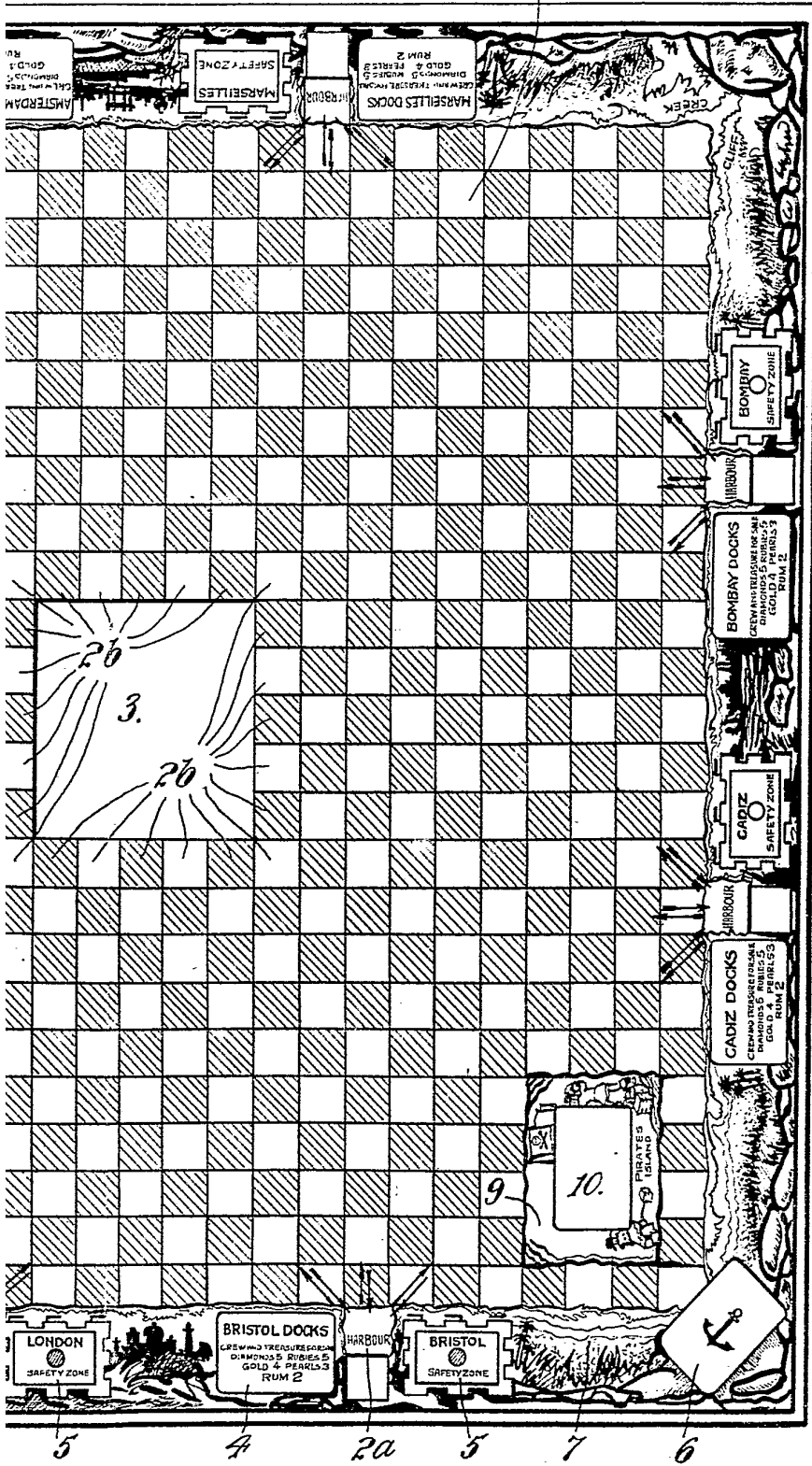
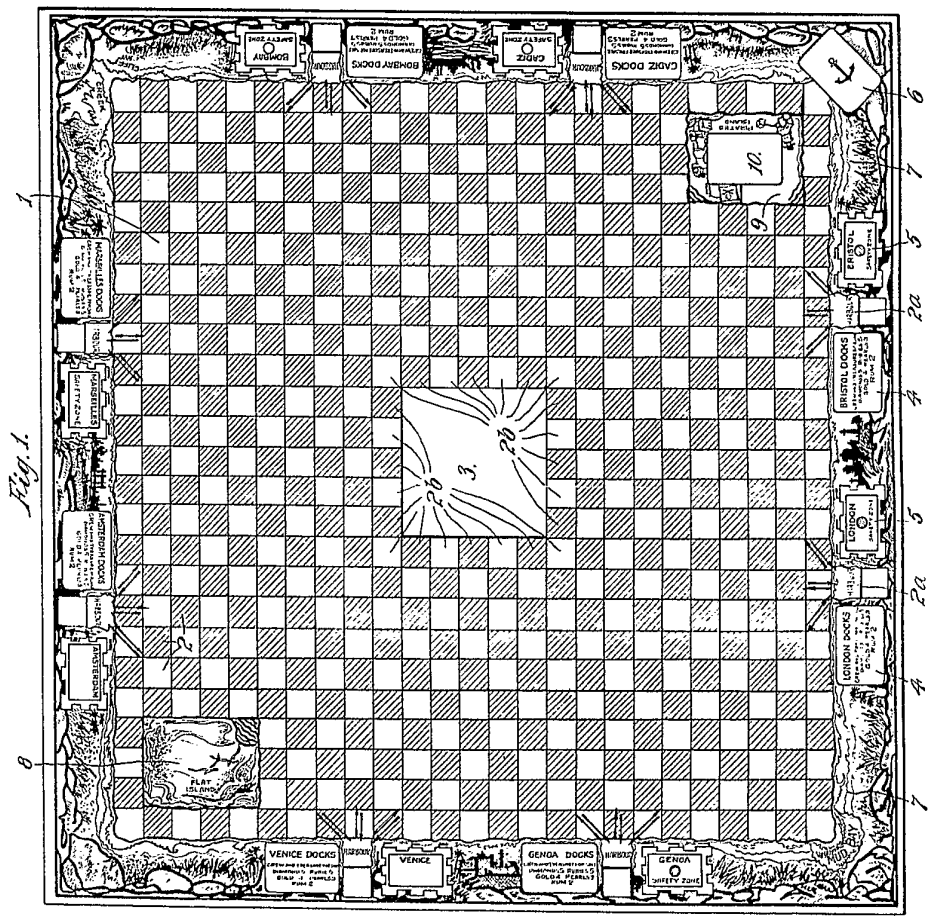


Fig. 1.





[This Drawing is a reproduction of the Original on a reduced scale.]

Fig. 2.

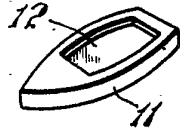


Fig. 3.



Fig. 4.

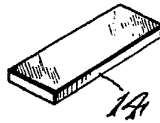


Fig. 5. Fig. 6.



Fig. 7.

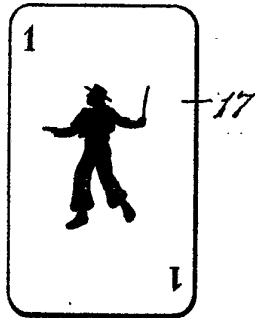


Fig. 8.

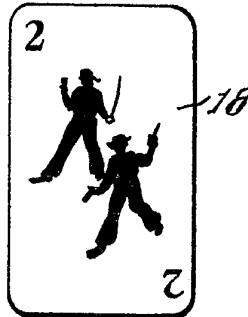


Fig. 9.



Fig. 10.

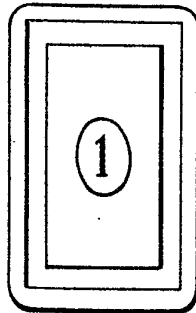


Fig. 11.

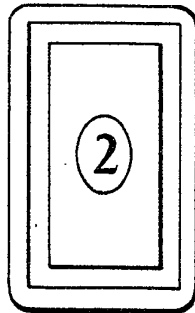


Fig. 12.

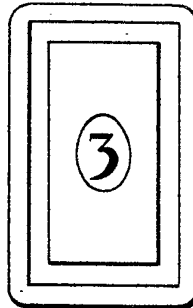


Fig. 13.

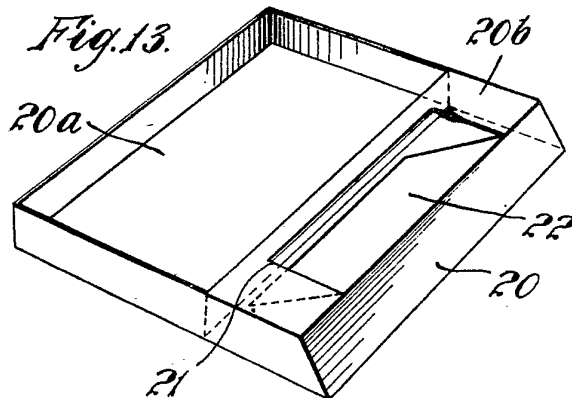
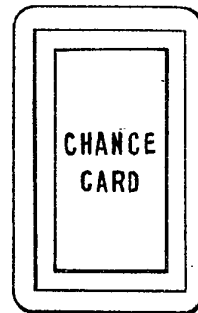


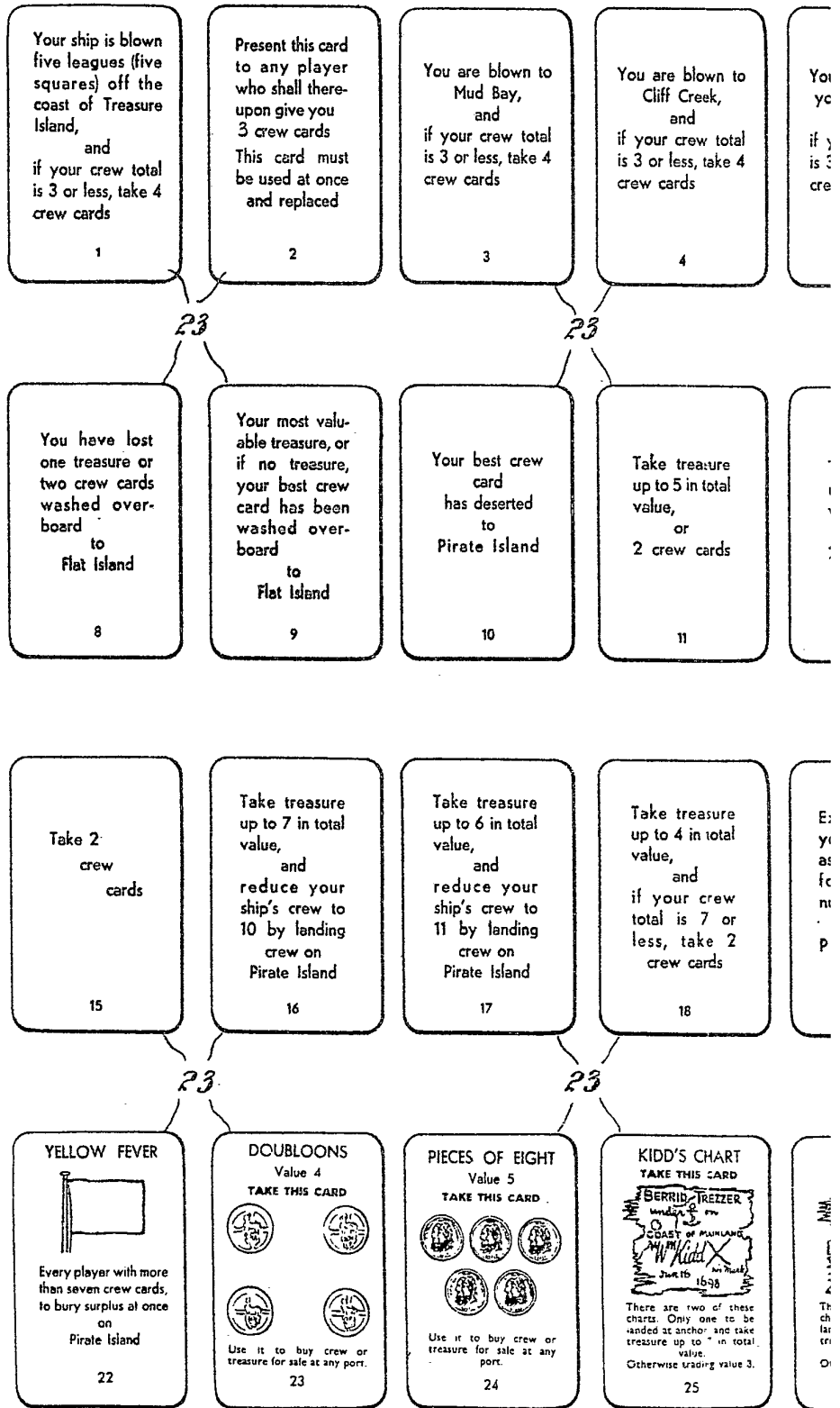
Fig. 15.



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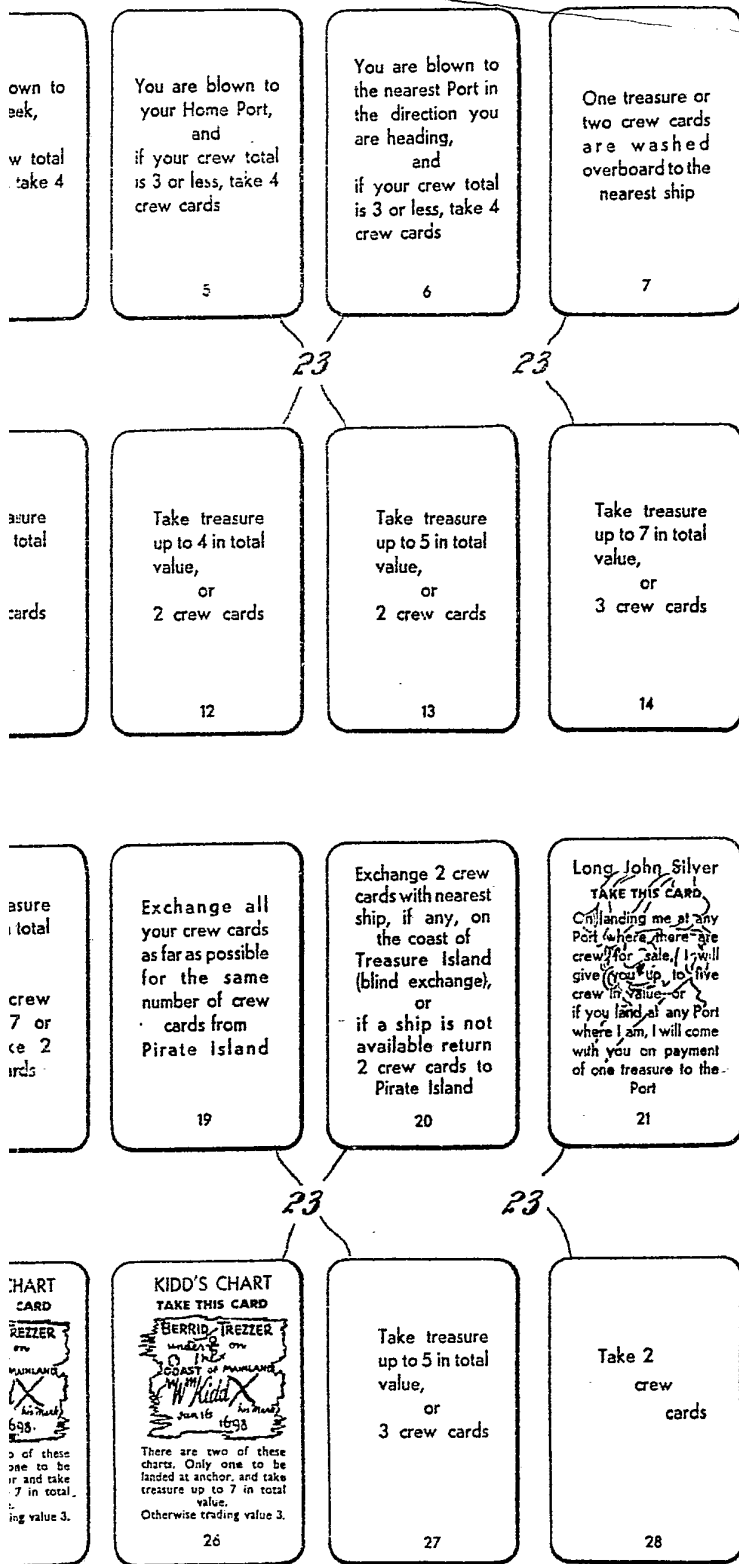


Fig. 14.

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