

PATENT SPECIFICATION

586,817

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PROVISIONAL SPECIFICATION

Improvements in Board Games

I, ANTHONY ERNEST PRATT, a British Subject, of 9, Stanley Road, Kings Heath, Birmingham, England, do hereby declare the nature of this invention to be as follows:—

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

The invention has for its object to provide apparatus enabling a party of two to eight players to arrive by individual deduction and as the result of information accumulating during play at a correct identification of any particular hidden combination of say three cards or chances out of a large number of such possible combinations, the correctness of the winning combination arrived at by any player being proved by the cards and the hidden combination.

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 said area being sub-divided into smaller areas having intervening spaces or passages which may be divided into small squares, a plurality of pieces distinguishable one from another for moving over said spaces and into and out of said smaller areas and cards analogous to playing cards said cards being divided into suits one of said suits consisting of cards each corresponding to one of said pieces, another suit containing cards each corresponding to one of said smaller areas, and a further suit in which each card may correspond to one of a number of different tokens.

Preferably the board is marked out to depict the ground floor of a house the smaller areas each representing one of eight or ten rooms, all or the majority of said rooms opening upon one or more passages or corridors which may be divided into small squares over or along which the said pieces may be moved from room to room by the individual player represented by each piece.

The said smaller areas which represent the floors of the ground floor rooms may be undivided that is to say free of small

squares, and the doorway or doorways in each room may be so disposed in relation to the doorway or doorways of an adjacent room or rooms that no two doorways are directly in line with one another through any column of small squares into which the passages may be divided.

The pieces may resemble for example those used in the game of Halma and may be employed to represent ten different characters or persons each of such pieces being distinguishable by shape or colour. Each of such pieces of which there may be ten has corresponding thereto one of a suit of ten cards; similarly the rooms of the house, which may be designated on the board in distinctive coloured lettering, each have corresponding thereto a card marked with the name of the room in the same distinctive colouring as that appearing on the board.

The ten cards constituting the "persons" suit may be marked in black each with the name and title of one piece for example Doctor Black, Colonel Yellow.

The tokens may consist of a number of miniature devices representing different weapons or poisons such as an axe, poker, rope, and each of such tokens or devices has corresponding thereto a card forming a third suit, the cards of which third suit may bear the name of the corresponding weapon or poison in red; to facilitate by such colourings the handling by each player of a mixed hand containing cards of all three suits.

The passages separating adjacent rooms may terminate upon or adjacent each of the edges or margins of the board to provide defined starting points for the eight pieces, said starting points being disposed substantially symmetrically in relation to one another, for example two on each side of the board.

A number of counters or the like may also be provided for division among the players and to represent units of value paid by the players to a common pool in accordance with the rules of the game.

Dated this 28th day of November, 1944.
ANTHONY ERNEST PRATT.

Price

COMPLETE SPECIFICATION

Improvements in Board Games

I, ANTHONY ERNEST PRATT, a British Subject, of 9, Stanley Road, Kings Heath, Birmingham, England, 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:—

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

The invention has for its object to provide apparatus enabling a party of two to eight players to arrive by individual deduction and as the result of information accumulating during play at a correct identification of any particular hidden combination of say three cards out of a large number of such possible combinations, the correctness of the winning combination arrived at by any player being proved by the cards of the said hidden combination.

According to this invention apparatus for playing an indoor game includes in combination a substantially flat playing area such as a board said area containing small areas and sub divisions connecting said smaller areas, a plurality of movable pieces distinguishable from one another and movable from one to another of said smaller areas along said sub divisions, a plurality of different tokens and a pack of cards analogous to playing cards said pack containing three suits one suit consisting of cards identifiable each with one of said movable pieces, a second suit consisting of cards identifiable each with one of said smaller areas, and a third suit consisting of cards identifiable each with one of the said tokens.

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

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

Figs. 2 and 3 are side elevations of an enlarged scale of two of the pieces movable over the squares of the playing area.

Figs. 4 to 13 are views of the playing faces of one suit of cards marked to represent different persons corresponding to the various movable pieces.

Figs. 14 to 22 are views of the playing faces of a suit of cards marked to correspond to different portions of the playing area shown in Fig. 1.

Figs. 23 to 31 are views representing a series of different tokens in the form of miniature weapons and the like.

Figs. 32 to 40 are views of the playing faces of a suit of cards marked to correspond to the tokens of the different weapons and the like shown in Figs. 23 to 31.

Referring to the drawings the playing area as shown in Fig. 1 may conveniently consist of a foldable board or roll-up sheet marked out with a large square or rectangular playing area 1 this area including smaller areas 2 to 12 each separated from one another by columns of small squares or sub divisions 13 along which the movable pieces may be moved between the respective smaller areas 2 to 12 into any of such smaller areas.

In the embodiment shown the playing area depicts the ground floor of a house and the smaller areas 2 to 12 depict the rooms of the house each room having at least one doorway 14 so disposed in relation to the doorway or doorways of an adjacent room or rooms that no two doorways directly face each other along any single column or row of small squares 13 which constitute and sub divide the passages separating the rooms.

The smaller areas 2 to 12 depicting the rooms are preferably not sub divided into small squares 13 and are marked with the name of the room, or may bear instead or in addition to such marking a pictorial representation based on the purpose for which such room is supposedly intended.

Corresponding to nine of the smaller areas 2 to 12 representing the various rooms is a suit of nine cards as shown in Figs. 14 to 22 each of such cards bearing a name or marking as shown, or a pictorial representation sufficient to identify each of these cards respectively with one of the rooms so marked or otherwise depicted on the playing area. This suit of cards forms part of a pack of cards in association with two other suits of cards corresponding to the pieces and tokens respectively and hereinafter described with reference to Figs. 4 to 13 and Figs. 32 to 40.

The passages separating the rooms are arranged to terminate at or adjacent each edge of the playing area in order to provide defined starting points for eight movable pieces, as shown by the semi-circular sub divisions 15, said starting points being disposed substantially symmetrically in relation to one another, two on each side of the playing area or board.

The movable pieces shown in Figs. 2 and 3 may resemble in shape those already used in other well known board games and consist of ten pieces which are

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distinguishable from one another preferably by being differently coloured so as to represent ten different persons or characters named after the different colours.

5 The movable pieces may also be rendered identifiable by differences in shape if desired. Each of the ten movable pieces has corresponding thereto one of a suit of ten cards as shown in Figs. 4 to 13, each
10 card bearing a name and/or picture which may be coloured to identify such card with one of the pieces as for example by the distinctive colour of such piece.

The taller pieces shown in Fig. 2 may
15 be employed to represent male characters, and the shorter as shown in Fig. 3 to represent female characters.

As shown in Figs. 23 to 31 the tokens
20 consist of nine miniature devices each representing a different weapon such as an axe, pistol, or like means such as poison, and each of such tokens has corresponding thereto one card of a third suit of which each card as shown in Figs. 32
25 to 40 bears a pictorial representation of the weapon or the like to which it corresponds, or alternatively may be marked with the name of such weapon or the like.

A number of counters or the like may
30 also be provided for division among the players, such counters representing units of value payable by the players to a common pool in accordance with the rules of the game.

35 In the preferred method of playing the game, the players are required to imagine that in one of nine rooms on the ground floor of a house (represented by the board), one of a party of ten persons
40 (represented by the movable pieces) has been murdered by one of the remaining nine persons, and that one of nine possible weapons was used in the commission of the crime. The identity of the
45 "murderer", the room, and the weapon are unknown to the players, and must be revealed by one of the players in order to win the game.

Three suits of cards constitute the pack
50 and correspond respectively to the suspected persons, rooms and weapons. These three suits are shuffled separately, and placed face down upon the board. The top card of the suit corresponding to
55 the "Persons" is turned up, and together with its representative piece removed from play, thus establishing the identity of the victim.

Then from each of the three suits a
60 card is drawn (blindly), and these three cards are concealed under the board without their faces being seen by any of the players. By this combination of cards, the identity of the "Murderer", the
65 room in which the crime was supposedly

committed, and the type of weapon used are decided prior to play. The remaining twenty-four cards are merged into a single pack, shuffled, and distributed
70 face-down among the various rooms.

Each player then chooses one of the nine movable pieces for his use throughout the game and any pieces remaining, together with the weapon tokens are distributed on the board in various positions.
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At his turn to play a player is at liberty to move his piece about the board, subject to the observance of certain rules and limitations. Preliminary play has for its purpose the removal of the distributed cards from the board to the
80 "hands" of the players; each player, by moving his piece to a room containing cards, being entitled to take up the cards contained therein.
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When all the cards have been taken up, each player, by consulting his hand, is enabled to advance his object of determining the identity of the three concealed cards, by eliminating from his field of suspicion the persons, rooms, and/or weapons revealed by the cards he holds. He endeavours in his subsequent play to continue the process of elimination by
90 identifying either directly, or by inference, the cards held by his opponents; such identification enabling him, ultimately, to name the three missing (concealed) cards which provide the solution
100 of the problem. Play is as follows:—

A player at any of his turns to play may attempt to name the hidden combination of cards by moving his piece into contact with any other movable piece he
105 may suspect, and transferring the suspected piece together with the (suspected) weapon token into the (suspected) room, and naming the combination he has so selected and assembled.
110 The other players in turn are required to prove the incorrectness of his selection by showing him (privately) any one of the cards he has named, the showing of the first such card causing his accusation to
115 fail, but affording him further information in respect of the card shown. When making such an accusation he is not prevented by any rule from misleading his opponents by naming any cards held by
120 himself, nor is he prevented from naming his own piece as one item in the combination suspected.

The correct accusation or naming of the concealed cards is indicated when the
125 played making the accusation cannot be shown by his opponents any one of the cards he has named, and is, himself, not in possession of any such card or
130 cards.

Counters are preferably used in the game to limit the number of accusations each player may make, each player forfeiting a counter for every such accusation he makes, so that, when his supply of counters is exhausted, he is unable to make further accusations.

Having now particularly described and ascertained the nature of my 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 including in combination a substantially flat playing area such as a board said area containing smaller areas and sub divisions connecting said smaller areas, a plurality of movable pieces distinguishable from one another and movable from one to another of said smaller areas along said sub divisions, a plurality of different tokens and a pack of cards analogous to playing cards, said pack containing three suits, one suit consisting of cards identifiable each with one of said movable pieces, a second suit consisting of cards identifiable each with one of said smaller areas, and a third suit consisting of cards identifiable each with one of the said tokens.

2. Games apparatus according to Claim 1 wherein said playing area depicts the ground floor plan of a house, said smaller areas representing different

rooms and said sub divisions constituting passages between said rooms.

3. Games apparatus according to Claim 1 or Claim 2 wherein said tokens are miniature representations of different weapons or the like.

4. Games apparatus according to any of the preceding Claims wherein the said movable pieces are coloured differently from one another and one suit of said pack of cards consists of cards marked with names corresponding to the colours of said differently coloured pieces.

5. Games apparatus according to any of the preceding Claims wherein the said smaller areas are each marked with the name of a different room and one suit of said pack of cards consists of cards each bearing a marking identifying such card with one of said rooms.

6. Games apparatus according to any of the preceding Claims wherein said smaller areas are provided with doorways said doorways being so located that no two rooms have doorways which directly face each other along a single column of said sub divisions.

7. Apparatus for playing an indoor game substantially as hereinbefore described with reference to the accompanying drawings.

Dated this 21st day of November, 1945.

ANTHONY E. PRATT.

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

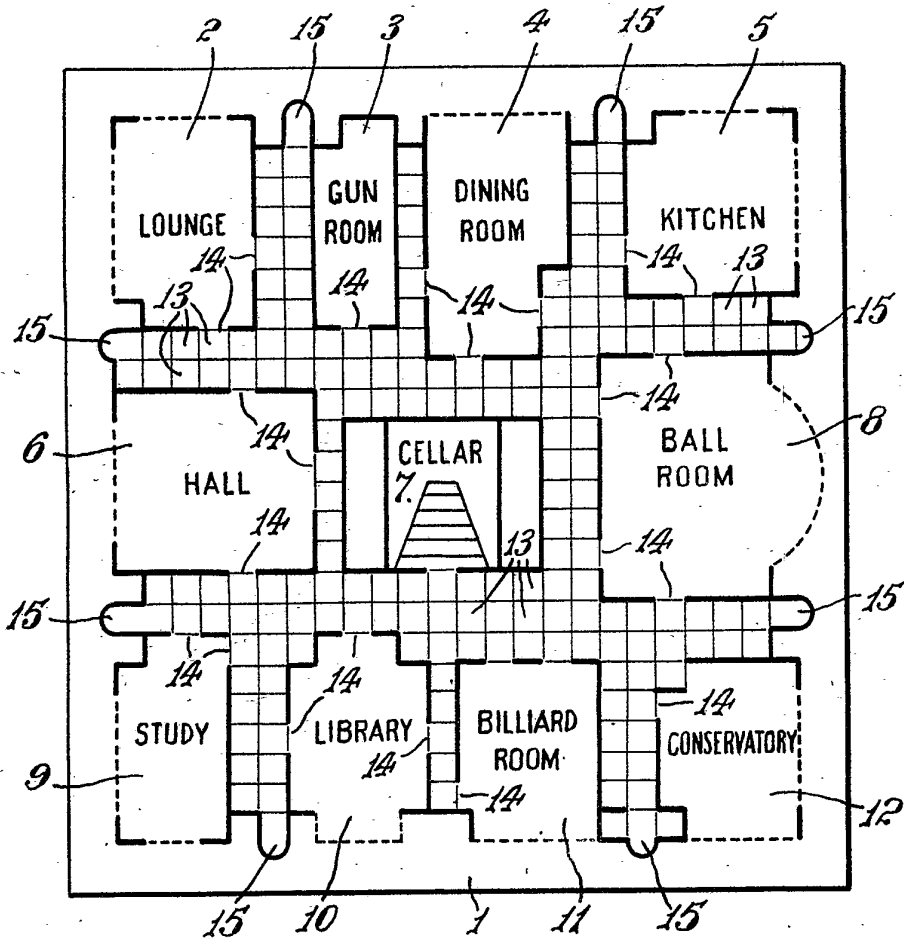


Fig. 1.



Fig. 2.



Fig. 3.

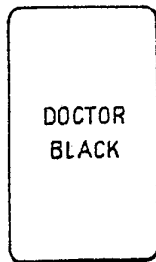


Fig. 4.

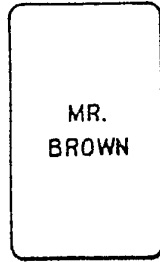


Fig. 5.

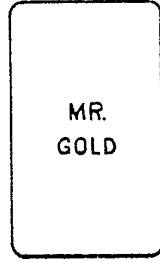


Fig. 6.

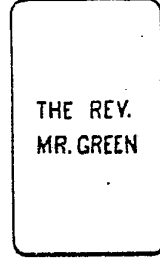


Fig. 7.

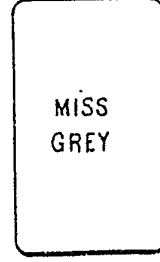


Fig. 8.

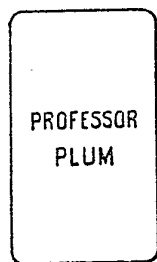


Fig. 9.



Fig. 10.

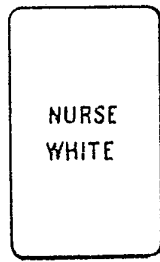


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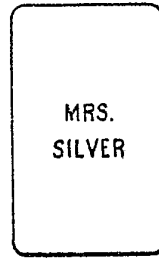


Fig. 12.

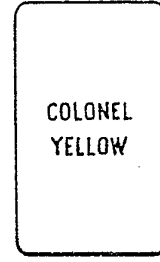


Fig. 13.



Fig. 14.



Fig. 15.



Fig. 16.



Fig. 17.

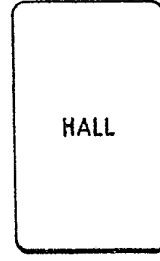


Fig. 18.



Fig. 19.

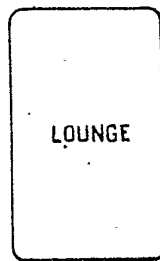


Fig. 20.

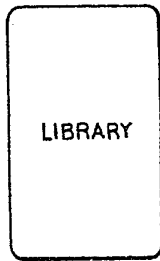


Fig. 21.

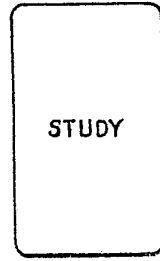


Fig. 22.

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

ISS
REY

Fig. 8.

LONEL
LLOW

Fig. 13.

ALL

Fig. 16

2.

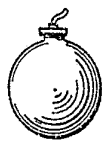


Fig. 23. Fig. 24. Fig. 25. Fig. 26. Fig. 27.



Fig. 28. Fig. 29. Fig. 30. Fig. 31.

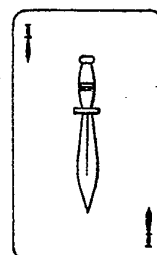
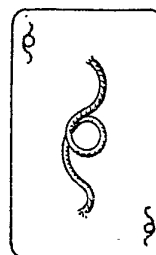
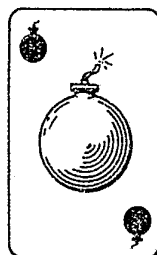
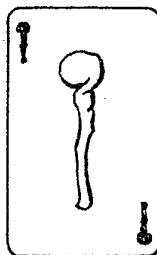
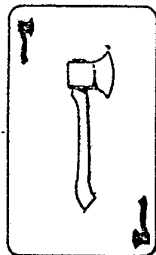


Fig. 32. Fig. 33. Fig. 34. Fig. 35. Fig. 36.

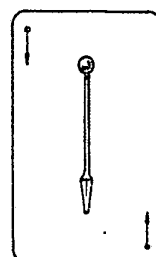
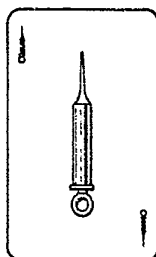
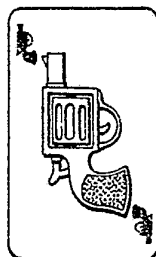


Fig. 37. Fig. 38. Fig. 39. Fig. 40.

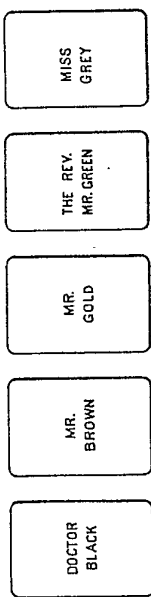


Fig. 4. Fig. 5. Fig. 6. Fig. 7. Fig. 8.

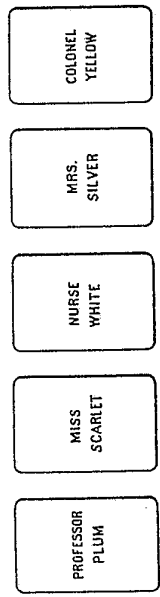


Fig. 9. Fig. 10. Fig. 11. Fig. 12. Fig. 13.

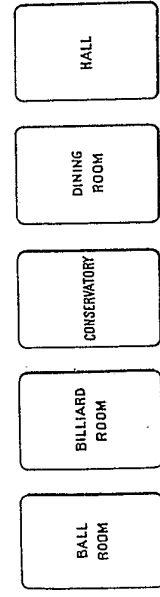


Fig. 14. Fig. 15. Fig. 16. Fig. 17. Fig. 18.

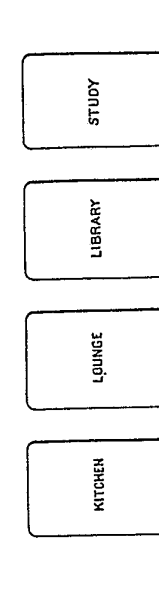


Fig. 19. Fig. 20. Fig. 21. Fig. 22.



Fig. 23. Fig. 24. Fig. 25. Fig. 26. Fig. 27.

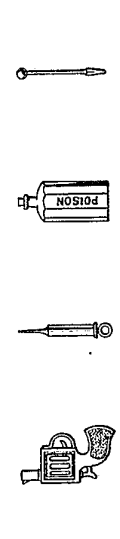


Fig. 28. Fig. 29. Fig. 30. Fig. 31.

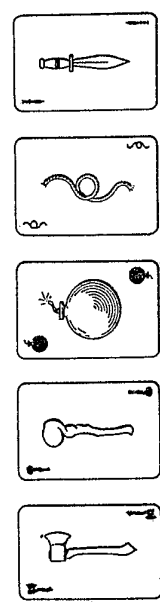


Fig. 32. Fig. 33. Fig. 34. Fig. 35. Fig. 36.

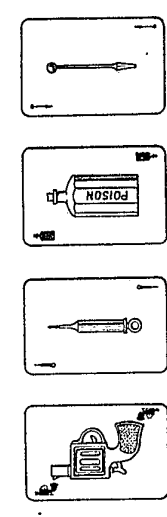


Fig. 37. Fig. 38. Fig. 39. Fig. 40.

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