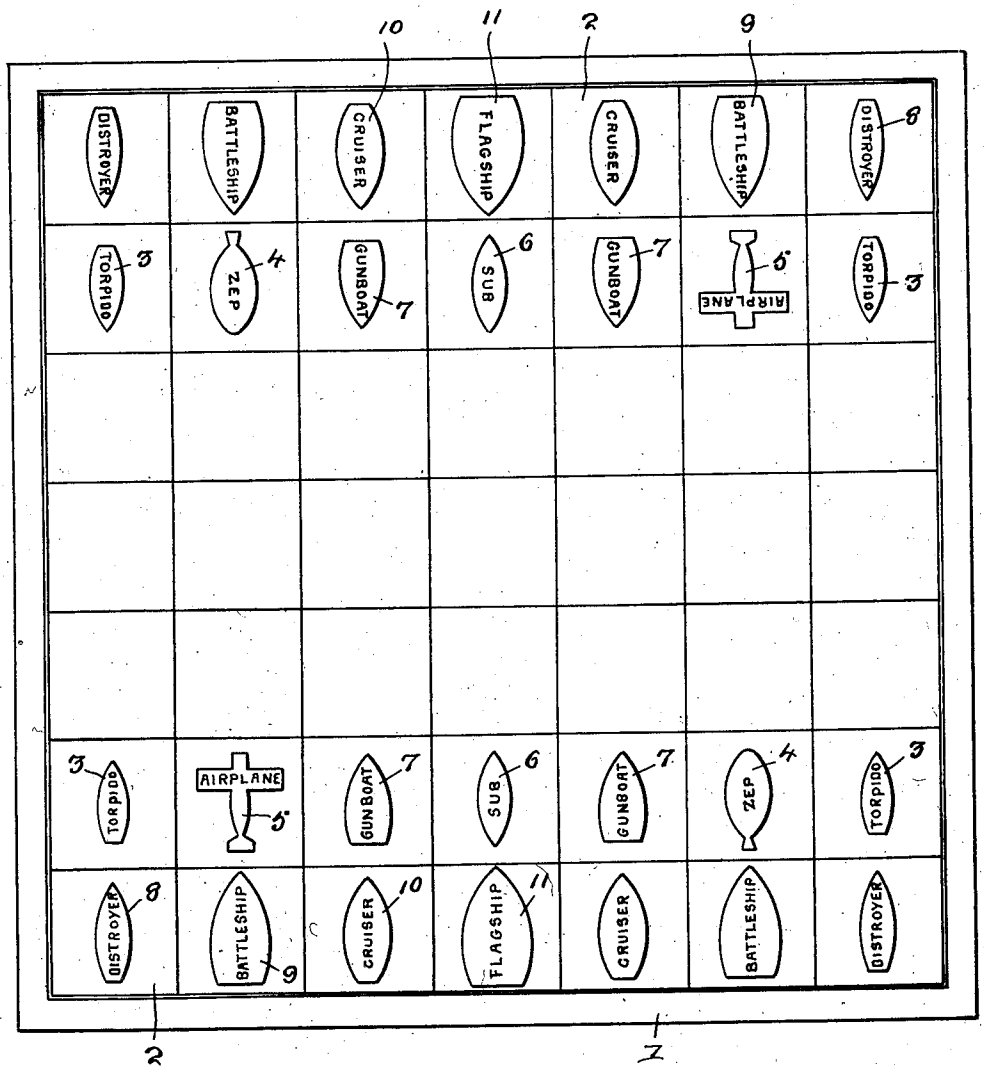
April 19, 1927. 1,624,970

H. K. OWYE

GAME

Filed July 31, 1925 2 Sheets-Sheet 1

Fig. 1.



E. R. Ruhlprint.

WITNESS:

H. K. Owye INVENTOR

BY Victor J. Evans

ATTORNEY

April 19, 1927. 1,624,970

H. K. OWYE

GAME

Filed July 31, 1925 2 Sheets-Sheet 2

Fig. 2.

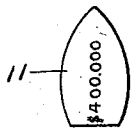


Fig. 3.

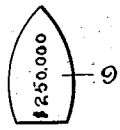


Fig. 4.

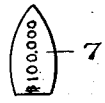


Fig. 5.

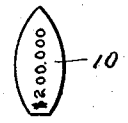


Fig. 6.

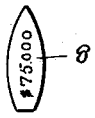


Fig. 7.

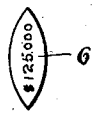


Fig. 8.

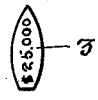


Fig. 9.

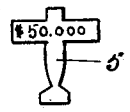


Fig. 10.

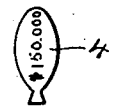


Fig. 11.

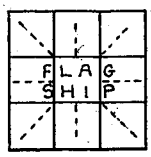


Fig. 12.

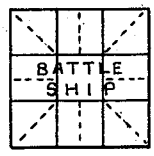


Fig. 13.

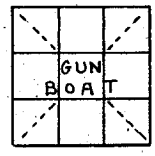


Fig. 14.

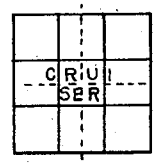


Fig. 15.



Fig. 16

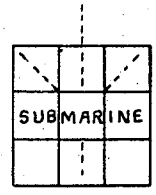


Fig. 17.

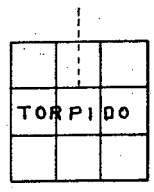


Fig. 18.

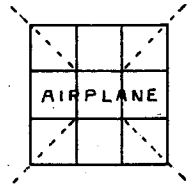
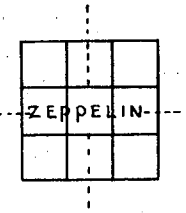


Fig. 19.



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WITNESS:

H. K. Owye

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Patented Apr. 19, 1927. 1,624,970

UNITED STATES PATENT OFFICE.

HARRY K. OWYE, OF LOVELOCKS, NEVADA.

GAME.

Application filed July 31, 1925. Serial No. 47,388.

My present invention has reference to a game apparatus designed for two players, and which is not only interesting and instructive but requires considerable skill in the playing thereof.

My object is the provision of a game apparatus in which the playing field is divided by a desired number of transverse and intersecting longitudinal lines into blocks, and, at the beginning of the game there is arranged at the opposite end series of blocks playing pieces, representing opposing squadrons of naval warfare including dirigibles and aeroplanes, each separate playing piece having a different value, and each separate playing piece is permitted to move only in certain directions on the blocks of the field, one object being for one of the players to capture the battleship playing piece of the other player which terminates in the playing of one end of the game, but an important object of both the players is to capture as many of his opponent's playing pieces as possible as the total value of the captured pieces add to the score.

A game apparatus in accordance with this invention is illustrated by the accompanying drawings and in which:—

Figure 1 is a top plan view thereof with the pieces arranged on the board or field for the beginning of the game.

Figures 2 to 11 represent the different playing pieces employed and the value of such pieces.

Figures 12 to 19 are diagrammatic views illustrating by the dotted lines therein the direction of movement of the several playing pieces.

In carrying out my invention, I preferably make use of a flanged board 1. The portion of the board between the flanges thereof provides the field of a game apparatus. This field is divided by equidistantly spaced transverse and longitudinal lines into blocks 2. In the showing of the drawings, forty-nine square blocks are arranged on the field, but, of course, any other desired number of blocks may be employed.

As my improvement is in the nature of a game of naval warfare the playing pieces employed are shaped to correspond with the particular craft that it represents. In addition to crafts two of the playing pieces used by each of the players are shaped to represent torpedoes having this name inscribed in one of the faces thereof. The torpedo-shaped crafts are indicated by the numeral 3. Each player is entitled to a playing piece representing a dirigible aircraft 4. The dirigible is of the Zeppelin type and has the abbreviation "Zep" inscribed thereon. Each player is also entitled to the employment of an aeroplane 5 whose name is also inscribed thereon. In addition to the torpedoes and aircrafts, a submarine 6 is used as well as two gunboats 7, two destroyers 8, two battleships 9, two cruisers 10, and a flagship 11. The names of the ships represented by the pieces are inscribed thereon. On the under face of each of the several pieces there is inscribed the approximate cost of the production thereof, as indicated in Figures 2 to 9 of the drawings.

In Figures 11 to 19 I have indicated in diagram the direction of travel on the blocks in the field to which the several playing pieces are entitled to move. By reference to Figure 11 it will be noted that the battleship playing piece may move either in a forward, backward or at opposite angular directions. Thus the battleship may be moved on the board in any direction which is also true with respect to the flagship, as disclosed by Figure 12. The gunboat playing piece can move only diagonally in four directions, while the cruiser, Figure 14, can move in four right-angular directions. The destroyer, Figure 15, can move backward after reaching the opposite side of the board but can move only one block at a time. The destroyer may also move in the direction of the diagonal lines, disclosed by said Figure 15. The submarine, indicated in Figure 16, can move straight ahead as far as desired by the player and may also move diagonally, as indicated by the dotted lines. The torpedo, Figure 17, may be moved straight ahead as far as desired and backward one space or block while the aeroplane, Figure 18, is permitted to move diagonally in all four directions as far as desired. The Zeppelin, Figure 19, may move straight ahead, backward or sideways.

The primary object of the players is to capture his opponent's flagship, and the playing pieces are moved on the board only in the directions as above described. When a playing piece of one player is brought directly opposite that of his opponent the player wins this piece from his opponent. As the playing pieces have different values it is an important object of one player to

capture as many pieces from his opponent as possible, which, of course, requires a considerable amount of skill. Thus even if one of the player's battleship playing piece is captured he may have captured a sufficient number of his opponent's pieces that total more than the value of his lost battleship piece.

The novelty of the improvement and the interest and amusement afforded thereby, will, it is thought, be perfectly apparent when the foregoing description has been carefully read in connection with the accompanying drawings.

Having described the invention, I claim:—

A game apparatus of naval warfare, including a playing surface divided into transverse rows of blocks, playing pieces arranged along certain rows of said blocks and shaped to represent naval aircraft, a battleship, a flagship, torpedoes, aeroplanes and Zeppelins, each of which has a different game valuation, indicia arranged on the bottom of each game piece indicative of the cost of production thereof, and each of said game pieces except the battleship and flagship pieces being adapted to be moved over the playing surface in a predetermined direction and different from the direction of each other, and said battleship and flagship pieces being adapted to be moved in any desired direction.

In testimony whereof I affix my signature.

HARRY K. OWYE.