

(No Model.)

A. M. WATSON.
GAME.

No. 498,702.

Patented May 30, 1893.

FIG. 1.

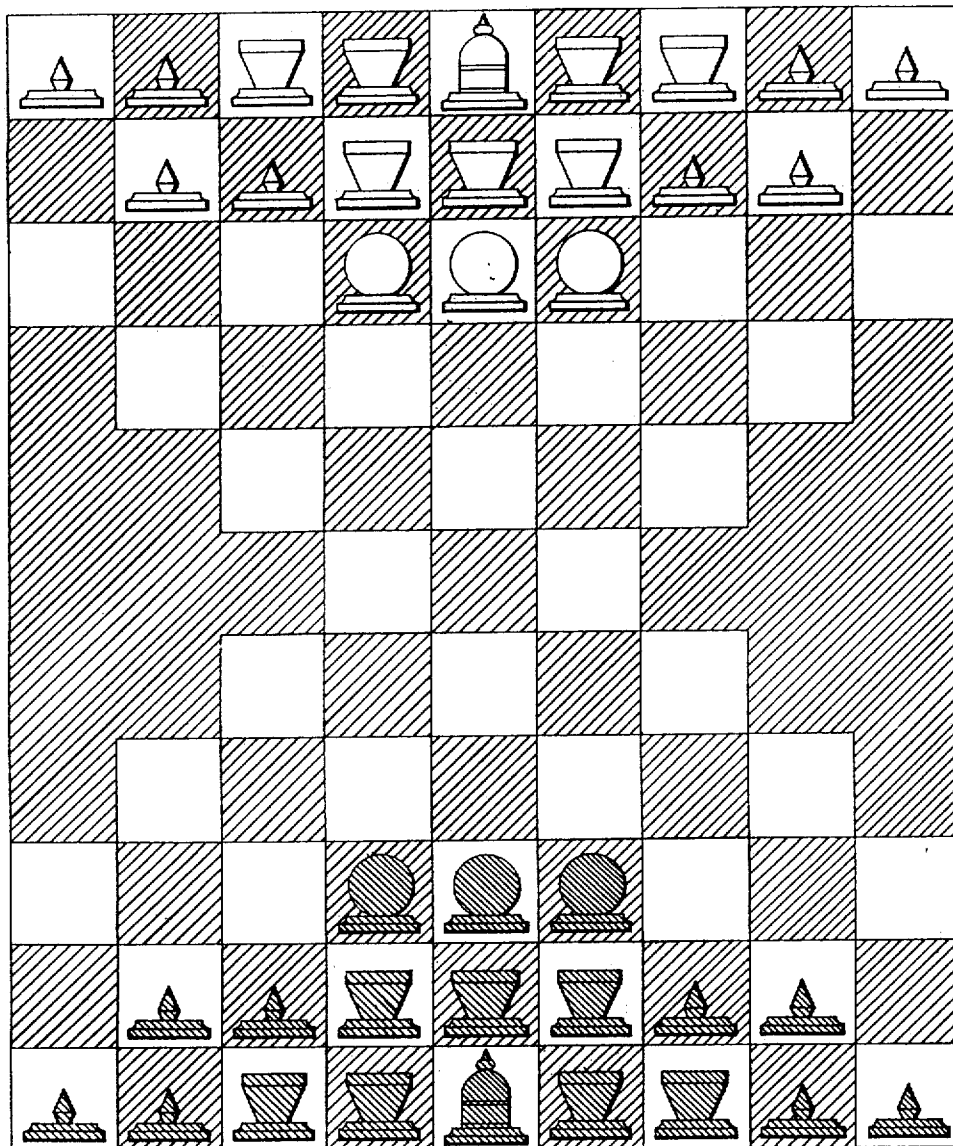


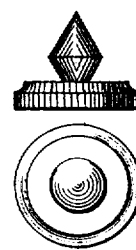
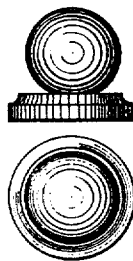
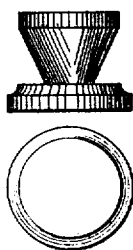
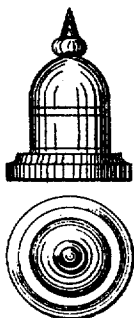
FIG. 2.

FIG. 3.

FIG. 4.

FIG. 5.

Witnesses:
Wm. A. Dick
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UNITED STATES PATENT OFFICE.

ANNE MARRIOTT WATSON, OF SOUTHAMPTON, ENGLAND.

GAME.

SPECIFICATION forming part of Letters Patent No. 498,702, dated May 30, 1893.

Application filed September 17, 1892. Serial No. 446,226. (No model.)

To all whom it may concern:

Be it known that I, ANNE MARRIOTT WATSON, gentlewoman, a subject of the Queen of Great Britain, residing at Parkins' Land, Eastleigh, Southampton, in the county of Hants, England, have invented a new or Improved Game, of which the following is a specification.

This invention relates to a new or improved game to be played by two persons; and to the apparatus for use therefor. The said game partakes of the nature of a naval engagement—the pieces being representations of different vessels of war, and the object of the players being to gain possession of a certain position by a certain piece.

In carrying my invention into practical effect I provide a board, somewhat like a chess board, having a suitable number of squares so arranged that while the rows of squares nearest the players are of the full width of the board, those rows toward the center of the board are successively reduced in length—by the blocking out of the end squares of each successive row—until the row midway between the players consists of three squares only, the center one of which is considered the commanding square of the board. It will be seen that this successive narrowing down of the field of operations forms, as it were, straits, from which fact the game takes its name. The players are each provided with a number of pieces representing different vessels of war, such as turret-ships, torpedo boats, gun boats, &c., as well as flag-ships, of which latter each player has but one piece.

In playing the game the pieces of each player are arranged in given order, the "flag-ship" being surrounded by all the other pieces. Certain definite moves are given to each piece, and each may be taken by the pieces of the other player, excepting the flag-ship which cannot be taken, but, like the king in chess, must not remain in, or move into, check.

The different moves of the various pieces are governed by certain set rules and regulations.

The object of each player is to get his flag-ship upon the center square of the board,

when he is supposed to have gained the command of the straits.

In order that my invention may be more fully understood and carried into practice I will now proceed to describe the same with reference to the accompanying sheet of drawings, in which—

Figure 1 is a plan of the board employed, with the pieces shown arranged in their proper position for playing the game. Figs. 2 to 5 show the pieces in plan and elevation.

As shown at Fig. 1 the board is marked out in squares somewhat after the manner of a chess-board. The board however is not made equal in length and width there being eleven squares in the length, while there are but nine squares in the width. As will be seen on reference to Fig. 1, the first three rows at each end of the board extend the whole width of the same, and on these the pieces are arranged at the commencement of the game. Beyond these, each successive row is shortened by the removal of one square at each end until the center row has but three squares. The center square of this row is herein referred to as the commanding position upon which each player endeavors to place his principal piece or "flag-ship." The spaces at the ends of the five central rows of squares are not considered part of the board inasmuch as no pieces may be placed thereon.

Four varieties of pieces are used of which each player has an equal number. These are—one flag-ship, as shown at Fig. 2; seven turret-ships, as shown at Fig. 3; eight torpedo-boats, as shown at Fig. 5, and three gun-boats, as shown at Fig. 4.

When the pieces are arranged at the beginning of the game, as shown at Fig. 1, the flag-ship is placed on the center square of the back row and surrounded by the seven turret-ships, so that two lie at each side and three in front of the same. The two squares at each end of the back row are occupied by torpedo-boats, as are also two squares on each side of the turret-ships on the second row. The three central squares of the third row are occupied by gun-boats.

The rules of the game are as follows:—Each player is provided with nineteen pieces which

are arranged as hereinbefore described. For the sake of distinction the pieces used by each player are of a distinct color, as is the case with chess and draughtsmen.

5 The moves assigned to each piece are as follows:—

The flag-ship—(Fig. 2.)—This is the most important piece on the board. It moves forward, backward, sidewise, or diagonally, any
10 number of squares (like the queen in chess) and takes in the same manner, but it cannot be taken, and must not remain in check or move into check.

The turret-ship—(Fig. 3.)—The turret-ship
15 moves any distance, forward, backward, or sidewise, but not diagonally, (like the rook in chess) and takes in the same directions by taking possession of the enemy's square and removing him from the board.

20 *The torpedo boat*—(Fig. 5.)—The torpedo-boat moves and takes diagonally only, (like the bishop in chess.) Each torpedo-boat consequently remains on the same color as the square on which it was placed at first.

25 *The gun-boat*—(Fig. 4.)—The gun-boat moves one square at a time in any direction, but takes only diagonally.

As before stated it is the object of each
30 player to place his flag-ship upon the center square of the board, when he is supposed to have obtained command of the straits and

won the game. He may also win the game by checkmating (according to the rules of chess) the flag-ship of his opponent.

What I claim is—

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1. A game consisting of a board having a suitable number of squares which extend for the first three rows entirely across the board, and the remaining rows as they approach the center of the board decreasing successively
40 in number until the center row, or row midway between the players consist of three squares only, and a number of pieces or blocks, substantially as set forth.

2. A game consisting of a board, having a
45 suitable number of squares, which at the opposite sides nearest the players for the first three rows extend the full width of the board, the successive rows of squares as the center of the board is approached being gradually
50 reduced in number, say one on each side, until the narrowest row or the row with the fewest number of squares, is the one directly midway between the opposite sides of the board, and a suitable number of playing pieces, as
55 set forth.

ANNE MARRIOTT WATSON.

In presence of—

HUMPHREY J. HICKMAN,
Notary Public, Southampton.
FRED B. TOOGOOD.