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C. S. KNOWLES

GAME

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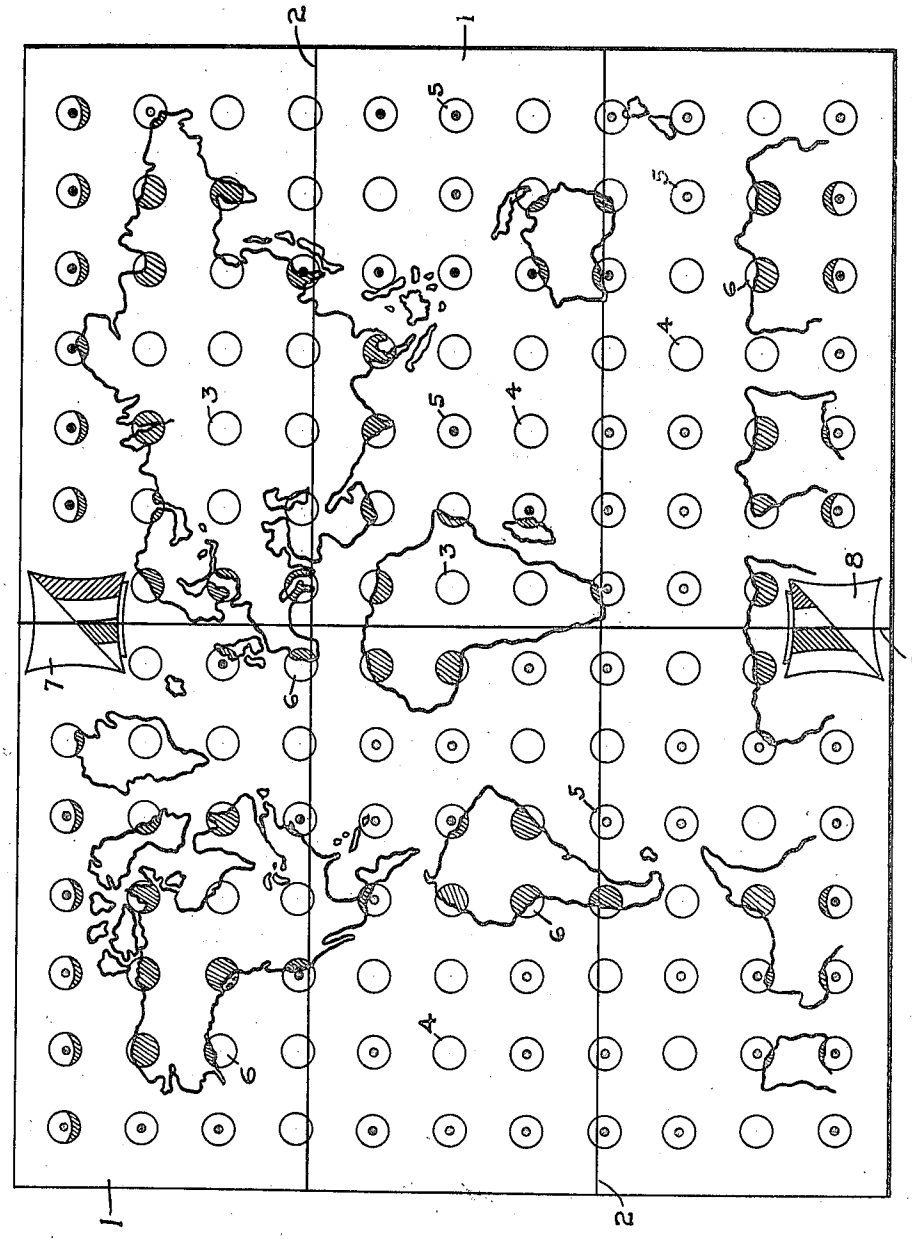


Fig. 1.

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Fig. 5.

Fig. 9.

Fig. 13.

Fig. 4.

Fig. 8.

Fig. 12.

Fig. 3.

Fig. 7.

Fig. 11.

Fig. 2.

Fig. 6.

Fig. 10.

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UNITED STATES PATENT OFFICE.

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GAME.

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To all whom it may concern:

Be it known that I, CECIL S. KNOWLES, a citizen of the United States, residing at Seattle, in the county of King and State of Washington, have invented a new and useful Game, of which the following is a specification.

My invention has reference to a game of warfare which involves not only some elements of chance but tactical consideration as well. Generally stated, it comprises a map over which units of opposing forces—represented by blocks—are maneuvered to the end that one of the forces loses the conflict and the game by capture of its base, which necessitates the payment of an indemnity; or, through loss of its men, it is compelled to sue for peace, and at the same time provide an indemnity.

In the accompanying drawings—

Figure 1 is an illustration of a map and game board on which the game is played;

Fig. 2, a perspective of one of a series of blocks representing the airplane forces;

Fig. 3, the same, relating to battleships;

Fig. 4, the same, relating to dirigible airships;

Fig. 5, the same, relating to submarines;

Fig. 6, one of a series of cards relating to airplanes and utilized in determining the airplane forces to be mustered by the opposing players;

Fig. 7, the same, relating to battleships;

Fig. 8, the same, relating to dirigible airships;

Fig. 9, the same, relating to submarines;

Fig. 10, one of a series of blocks representing resources of the contestants;

Fig. 11, the same, of a larger denomination;

Fig. 12, the same, of a still larger denomination;

And, Fig. 13, a perspective of one of a series of indicators designed to be utilized in denoting movement of the blocks.

In the present embodiment of the invention, a game board 1 is provided, it being hinged at the section denoted by 2 so that it can be folded into smaller compass. The Suez and Panama canals are somewhat exaggerated in size, as it will be noted, for the purpose of making said water channels more obvious to the players in moving their men. A plurality of circles are located in equally spaced relation on the board to afford points for the movement of the men. The unshaded circles, denoted generally by 3 and 4, are respectively what I term land and water circles; the dotted, detached circles indicated by 5 are known as island circles, and those shaded and contiguous to land and water, designated as 6, are harbor circles—the shading indicating the manner in which the harbor faces. 7 and 8 respectively denote the bases designed to be occupied by the opposing forces, one being indicated as adjacent the North Pole and the other near the South Pole.

20, Fig. 2, denotes one of a series of fifteen rectangular blocks, identical in size, which constitute the airplane forces utilized in the game. Each block is provided on its upper surface with a representation of an airplane 21, and a triangular outlined section 22, made by drawing a line diagonally across the face of the block, as shown in Fig. 2; said section being colored to make the block more distinctive, and all blocks of said series carrying the same mark and color. Each of said blocks is provided on its front edge with a designation 23, the same for the series being as follows: "1 2nd Lieutenant", "2 Lieutenant", "3 Captain", "4 Major", "5 Lieut. Colonel", "6 Colonel", "7 Brig. General", "8 Major Gen'l.", "9 Lieut. Gen'l.", "10 General", "Buddy", "Dummy", "Dummy", "Fooler", "Spy". The designations, as is evident, are for the purpose of denoting the rank and value of the men.

30 designates one of a second series of fifteen blocks similar to those just described, and from which the battleship forces are mustered. For the purposes of the game a battleship is considered at all times the equivalent of an airplane carrier. Each of said blocks is provided with a representation of a battleship 31, a triangular section 32 colored distinctively different from the airplane blocks, and each carrying on its front edge a designation 33 which indicates to the player its rank and value. Such designations are as follows: "1 Ensign", "2 Junior Lieut.", "3 Lieutenant", "4 Lieut. Commander", "5 Commander", "6 Captain", "7 Commodore", "8 Rear Admiral", "9 Vice Admiral", "10 Admiral", "Buddy", "Dummy", "Dummy", "Fooler", "Spy".

40, Fig. 3, denotes one of a third series of fifteen blocks in form similar to those heretofore described and designed to represent the dirigible airship forces; 41 being a representation of a dirigible airship and

42 a colored triangular section. All of said blocks preferably carry said section of a uniform color and distinctively different from the other blocks, and the same are provided on their front edge portions with designations generally denoted as 43 and identical with those set forth for the airplane forces.

50, Fig. 4, denotes one of a fourth series of fifteen blocks of the same form, adapted to represent the submarine forces, 51 being the representation of a submarine with which the face of each block is provided and 52 a triangular section of a distinctive color to further differentiate the blocks of this series from the others. The front edges of said blocks bear designations generally denoted as 53, and which are the same as those heretofore described for the battleship forces.

For each block a card is provided, as indicated by Figs. 6, 7, 8 and 9, carrying descriptive matter adapted to associate the card with its corresponding block, in the manner shown, the same forming a pack of sixty cards. While in the illustrations printed matter only is indicated, obviously these cards may be more ornate, if desired, as for instance, the card shown by Fig. 6 can be embellished with the picture of a general in uniform and an airplane, and the other cards of the pack likewise illustrated to more closely associate them with the blocks they represent and to make them more attractive.

Figs. 10, 11 and 12 denote what I term the "Resources" of the game. In the present embodiment of the invention 48 blocks are provided identical in size and form with the blocks heretofore described, each bearing a numerical value as shown, and consisting of 20 1s, 20 5s and 8 10s, adapted to afford resources in the amount of 100 for each side.

50 small chips or indicators 60, Fig. 13, divided into two series of 25 each, each series being differentiated by means of color, or otherwise, are also provided for assisting the players in moving their men. The particular function of these indicators will be described presently.

The game can be played by two, three or four persons, the opposing players taking opposite sides as represented by the two bases, North and South.

To play, segregate the airplanes, battleships, dirigible airships and submarines so that the designations can be easily read.

Deal each side resources in the amount of 100, as follows: 4 10s, 10 5s, and 10 1s; the resources of each to be placed on the respective bases.

Shuffle the cards and deal each side twelve. If two players are on a side, deal each six cards.

At the beginning of the game a pool is formed by each side putting resources to the amount of 12 therein. Each side then selects men, taking blocks as represented by the cards dealt out to them, and keeping the designations of said men and cards concealed from the opposing player or players. Each side takes a position facing the board and back of its base and places its twelve men on the first row of circles adjacent its base, with the designations facing the side to which the men belong but concealed from the opposing side. This positioning of the men, relative to the designations, is maintained at all times so that the importance of each army and navy can not be known by the opposing force. A player having a partner or ally obviously should work at all times in conjunction with him.

The indicators 60 are divided between the opposing sides, each taking those which will be representative of their side and placing one on top of each of their men. The North side starts the play by moving first, under the conditions which follow. The South side then moves, and so on alternately until the opposing forces come into immediate conflict. All the men of the side having the inning may be moved on the play. As each man is moved, remove the indicator from it, which serves to inform both sides that the particular man has been moved on that play. During a move men without indicators are counted as moved, and a man once moved and indicator removed can not be changed during that particular play.

Airplanes can not traved alone but must accompany either battleships or submarines, except on the first row adjacent each base, where they can move at will. An airplane may move four circles in any direction, either in a direct or indirect course, provided always that there is a battleship or submarine where it lands. Nearness to a battleship or submarine is not enough; it must be on the vessel. In other words, the block which represents one of the airplane forces, in making a move, must be placed on a block representing a battleship or a submarine. The rank and value of the ten officers in the airplane forces is determined by the numerical designations as heretofore given. A buddy has a value of 15, and in view of its high value, it can be moved five circles on a play, if desired. The dummy— of which there are two in the airplanes—has no value; is used for camouflage only. An attack on a dummy results in a waste of time, and incurs a penalty, as will be more particularly described. A fooler has no value for attacking. Any man, with the exception of a buddy, attacking a fooler is annihilated and removed from the board. A spy has no value, except its utility in determining the designations and value of the

men of the opposing side. In playing a spy against a man of the opposer, the player, placing a finger on the block representing the spy, says "Spy" and move upon the opposing man or men on any one circle, when it is incumbent upon the opposer to disclose the identity of the man or men so moved upon. The spy is then moved away, covering not more than five circles in all on the play. It is advisable to move the spy as far away as possible as it can be annihilated with no loss by the opposing side at the next inning.

The dirigible airships can move three circles at a time, and may travel over land or sea, on a battleship or submarine, but must stop either on land or on a battleship or submarine. The men of the dirigible airship forces have the same values and functions as the men of the airplane forces, with the exception of the spy, which may move four circles during a play.

The battleships can travel not only on the sea and through canals, but also are able to enter the harbors, and are entitled to a move of two circles on each play. The value of each of the officers, as far as the play is concerned, is determined by the numerical designation heretofore given, and the values and functions of the other men are the same as those detailed relative to the airplane forces, an exception, however, existing as to the spy, in that it can move but three circles.

The submarines can travel any place where a battleship may go, but can move only one circle at a time. The men, excluding the spy, have the same values and functions as the men of the battleship forces. The spy can move but two circles, and in order to spy on a man of the opposing side and ascertain its value, the player places his finger on the spy, saying "Spy" and placing it under the opposing man, where it can be left, if desired. When the opposing man is moved he must carry the spy along as well. The spy, while thus disposed, can not be caught, and can be caught only when alone. The player, when he deems it to be to his advantage and in the proper turn, can withdraw the spy from this position for further action. Any submarine is safe from attack by airplanes, dirigible airships and battleships when the player says "sink" and places it upside down. It must, however, be brought up again, by turning it face up in the player's next inning; therefore, a submarine can sink only every other turn. When submerged it can be attacked and destroyed, which entails its removal from the board, by an opposing submarine of sufficient strength —as indicated by its numerical designation.

To attack any opposing man, the player places a finger on the attacker, the same presumably being within attacking distance, saying "Attack" and then transfers his finger to the opposing man to be attacked. Each side must then reveal the number of the respective men involved in this particular attack. If greater in numerical value the attacker forces the attacked to retreat one circle; if smaller the attacker retreats one circle, and if no adequate stopping place is to be had for the man compelled to retreat, the result is, annihilation for said man. If the attacker is at least twice as great in number as the attacked, the attacked is annihilated. Any number of men can attack one opposing man. If two men or more attack from any angle of 90 degrees or over, for the purposes of the attack, their numerical designations are deemed to be doubled, with a corresponding increase in value and strength; it being considered that their superior positions and number give them an advantage over the man attacked. For instance, if a 3 submarine and a 2 battleship should attack a 5 battleship from two sides, and in the angular relations mentioned, the latter is annihilated, the attackers at the time having a value of 10 as against a value of 5 for the attacked. If the latter were a 10 battleship, the engagement would be a draw, and if a 6 or 7 battleship, the result would be a defeat for the attacked. If, after an attack, more than two men are on one circle, they must separate at the next move, and can not attack any one man while so together.

The board, having representations of land and water similar to a map of the world, is provided with land, island, harbor and water circles, the latter being used by men which can travel over land or sea. Submarines or battleships may not cross over the shore lines of the harbors, as said lines are indicated by the shading. If open water channels are indicated, these may be followed to the nearest circle by submarines or battleships, but in no event across the land. Island circles may be used by all men, as they also virtually represent harbors. The extreme East and West rows of circles are considered, for the purposes of the game, as the same, and men may be changed from one of said rows to corresponding circles in the other row by either side, during its move, without loss of move. When approaching the opposing base all men must stop for one move at the last circle, regardless of the number of circles they are entitled to jump. As relates to the six circles surrounding each base only, in an attack, the victor has the privilege of deciding the direction the defeated shall take. A man who has approached a circle adjacent to an opposing base, if uncaptured or undefeated, may move into the base at the next turn, thus capturing the base and ending the game.

The pool, initially formed by the players, consists of resources in the amount of 24,

being a resource in the amount of 1 for each card originally dealt. Each side, after its inning, pays 1 resource into the pool, taking in return a card from the pack, and a corresponding man from the balance of the blocks. The man is then placed on a circle of the first row farthest from the base and on the side to which it belongs, and is ready to enter into the maneuvers at the next inning; each side thus, at every inning, reenforcing its army and navy by the addition of one man, and the pool being enlarged by the addition of one resource. If two players are on a side, this necessitates the taking of two cards and the payment of resources in the amount of two. For every man lost the loser must pay its value in resources into the pool. For every man annihilated the victor takes a corresponding number of resources from the pool. If a man is forced to retreat a circle from an attack by an opposer, the loser must pay 1 resource into the pool, and if a dummy is attacked, the attacker must also pay 1 resourse into the pool as a penalty.

The objects of the game are, to capture the base of the opposing side and force it to pay an indemnity, said indemnity being represented by the pool, which goes to the victor; or, to capture enough of the men, so that the losing side exhausts its resources and is unable to continue the conflict, when it is forced to relinquish its interest in the pool to the other side, as an indemnity.

Obviously, the chance means for providing each side with an army and navy can be varied, as for instance, dispensing with the cards, and drawing the men from a box, or in any other suitable manner, if desired, and other changes in and modifications of the invention described may be made without departing from its spirit or sacrificing its advantages, hence I ask that I be not confined to the specific means set forth.

I claim:

1. A game comprising a map of the world, a plurality of points in equally spaced relation thereon denoting landing places for air and water forces of an army and navy, bases thereon for opposing players, a plurality of members representing airplanes, battleships, dirigible airships and submarines, each unit thereof having a distinguishing characteristic, said members constituting forces for fighting, espionage and deceptive purposes, adapted to be maneuvered over the map relative to said points and bases, a plurality of cards corresponding to said members in characteristics to indicate by chance the members of said forces to be marshalled by the opposing players, a plurality of tokens representing resources of the players for initiating and maintaining a conflict between the opposing forces, and a plurality of indicators for denoting movement of the members.

2. A game comprising a map, a plurality of points in equally spaced relation thereon denoting landing places for air and water forces of an army and navy, bases thereon for opposing players, a plurality of members representing airplanes, battleships, dirigible airships and submarines constituting forces of the players for fighting, espionage and deceptive purposes, adapted to be maneuvered over said map relative to the points and bases, means to indicate by chance the members of said forces to be marshalled by the opposing players, and a plurality of tokens representing resources of the respective players for initiating and maintaining a conflict between their forces.

3. In a game having a map provided with a plurality of points denoting landing places for air and water forces of an army and navy and bases thereon for opposing forces, a plurality of members representing airplanes, battleships, dirigible airships and submarines constituting forces of the players for fighting, espionage and deceptive purposes, adapted to be maneuvered over said map relative to the points and bases, and means to indicate by chance the members of said forces to be marshalled by the opposing players.

4. A game comprising a map, a plurality of points thereon in equally spaced relation denoting landing places for air and water forces of an army and navy, bases thereon for opposing players, a plurality of members representing said forces, each carrying a designation indicative of value or rank, adapted to be maneuvered over said map relative to said points and bases, and means to indicate by chance the members of said forces to be marshalled by the opposing players.

5. In a game, a board indicating landing points for units of an army and navy and bases for opposing forces, a plurality of members representative of said units, adapted to be maneuvered over said board relative to the points and bases, and a plurality of tokens representing resources of the respective forces for initiating and maintaining a contest between the said forces.

6. In a game, a board indicating landing points for units of an army and navy and bases for opposing forces, a plurality of members representative of said units, each bearing designations which give it distinguishing characteristics, adapted to be maneuvered over said board relative to the points and bases, and chance means for determining the particular units constituting said forces.

CECIL S. KNOWLES.