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[54] **WARFARE GAME**

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[52] **U.S. Cl.** ..... **273/131 BB,** 273/131 E
[51] **Int. Cl.** **A63f 3/02**
[58] **Field of Search** ..... 273/131 K, 131 BB, 131 E, 273/131 A, 131 AB, 131 AC, 131 AD, 134 AC

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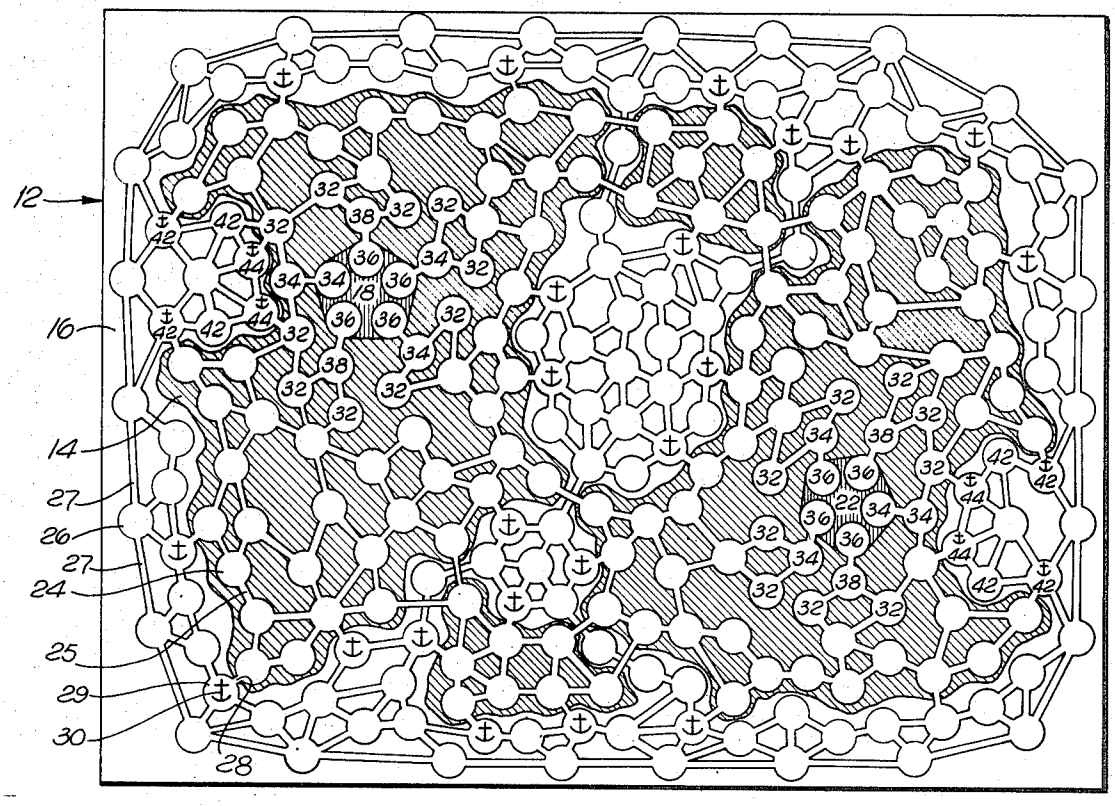
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Primary Examiner—Richard C. Pinkham
Assistant Examiner—Paul E. Shapiro

[57] **ABSTRACT**

A game simulating warfare containing a game board and a plurality of pieces movable thereon. The game board represents a plurality of sections of land and bodies of water. The bodies of water are adjacent portions of the land. A plurality of spaces are positioned on the bodies of water and sections of land with the pieces movable only between adjacent spaces which are interconnected. The pieces are divided into land pieces and water pieces and in addition, are classified into different categories. Each piece of a specified category is movable a predetermined maximum number of spaces. The sections of land have at least one portion representing a "capitol" of each portion with a plurality of spaces assigned to each capitol. Each space in each capitol portion is connected to a single different space outside the capitol portion. The game is terminated when the pieces assigned to one of the capitols "occupy" the spaces assigned to one of the other of said capitols, or the pieces assigned to one of the other capitols "captures" the pieces assigned to the other capitol.

7 Claims, 10 Drawing Figures



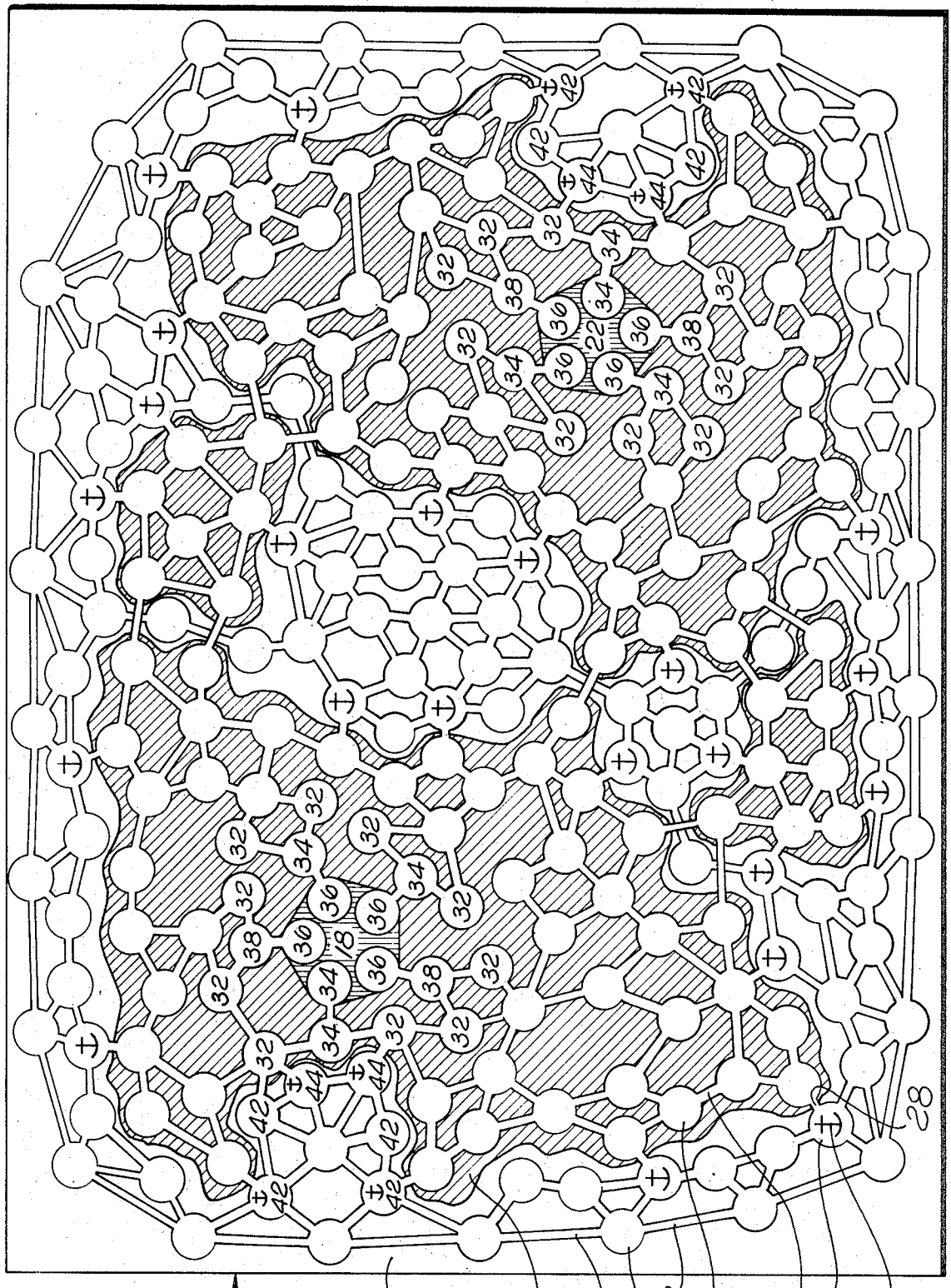


Fig. 1.



Fig. 2.



Fig. 3.

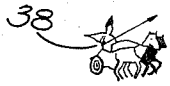


Fig. 4.



Fig. 5.

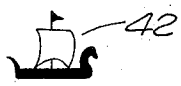


Fig. 6.

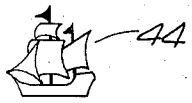


Fig. 7.

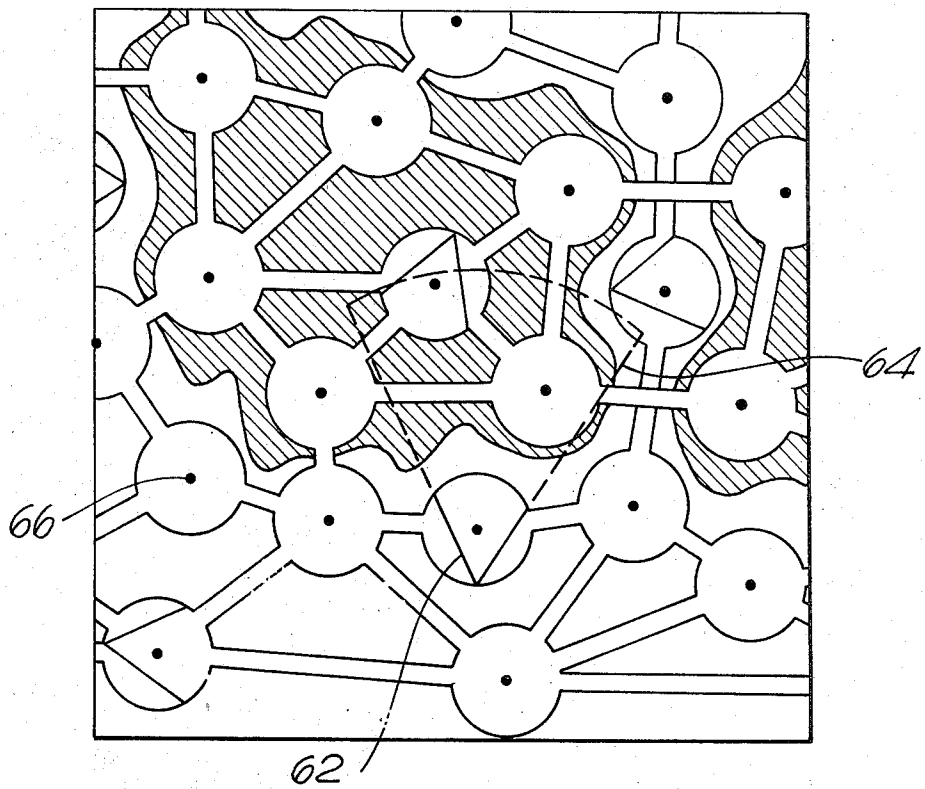


Fig. 8.



Fig. 9.

Fig. 10.



WARFARE GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

The field of art to which the invention pertains includes the field of games simulating warfare, particularly with respect to a game of skill to be played by two or more players, each one of which represents a warring nation who directs movement of both land and sea forces having a varying combat and transportation capability.

2. Description of the Prior Art

The best known prior art is found in U.S. Pat. Nos. 435,853; 334,841; 1,159,854; 1,292,766; 1,315,483; 1,666,953; 1,713,455; 2,313,303; and Design patent no. 129,154.

Games simulating warfare typically include a plurality of pieces assigned to each player. In the normal game, one of the players will win when he has "captured" or "destroyed" the pieces of the opposing player. Typically, such games do not leave sufficient room for flexibility or strategy by the players. The pieces are all of a singular or similar type, i.e. ships or airplanes. Use is normally not made of a combination of such pieces which cannot only "capture" the other types of piece, but can transport, be transported by or maneuver with respect to such other pieces.

The present invention utilizes pieces of varied description, i.e. land as well as seatype combatant pieces. Certain types of pieces of each player may capture the other types of pieces of the opponent. In addition, the ship-born pieces may be used to transport the land-born pieces, thus, adding variety, maneuverability and flexibility to the game.

SUMMARY OF THE INVENTION

A game simulating warfare comprising in combination a game board and a plurality of pieces. The game board represents a plurality of sections of land and at least one body of water positioned adjacent a section of the land. The sections of land and body of water contain spaces thereon. A plurality of land pieces individually movable only on said land spaces and a plurality of water pieces individually movable on the water spaces are provided. The land pieces are movable by the water pieces on the water spaces.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a plan view of the game board;

FIGS. **2–7** are side elevational views of pieces used with the game board of FIG. **1**;

FIG. **8** is a side elevational view of an optional piece which may be used with other game boards similar to the board of FIG. **1**;

FIG. **9** is a side elevational view of another optional piece; and

FIG. **10** is a plan view of a portion of a game board similar to the board of FIG. **1** on which the piece of FIG. **9** may be played.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now to FIG. **1**, there is shown a game board **12** which is made in accordance with the present invention. The game board is divided into land sections **14** and water sections **16.** In addition, the land sections contain a first capitol **18** and a second capitol **22.** Each

of the players of the game are assigned a specific capitol. While the game board is illustrated as having only two capitols, it should be understood that for additional players, additional capitols can be added to the board and each additional player assigned a capitol. However, for purposes of illustration as well as explanation, only two capitols have been depicted and the game will be explained as being played by only two players. It should be understood that with additional players, the game rules do not change. However, the additional players will play the game in turn sequence.

Positioned throughout the land sections **14** are a plurality of land spaces **24,** each of which are interconnected to certain of the adjacent spaces by roads **25.** The water sections **16** each have water spaces **26,** each of which are connected to certain of the adjacent spaces by means of sealanes **27.** In addition, certain land spaces **24** are connected by gangways **28** to seaports **29,** which are water spaces which have been marked with an anchor **30.** As will be explained in the rules, movement of pieces can only occur between adjacent spaces which contain an interconnecting road, sealane or gangway.

Each player is assigned a capitol and in turn, each capitol is initially assigned an equal amount of pieces. For illustration purposes, six types of pieces are shown, although, as will be explained hereinafter, additional types of pieces may be included. The six types of pieces include four land pieces illustrated as soldiers **32,** elephants **34,** knights **36** and chariots **38.** In addition, the two water pieces includes ships **42** and galleons **44.** These pieces are illustrated in side elevational view in FIGS. **2–7,** respectively.

It should be noted that each capitol contains a cluster of five land spaces. Each space in the cluster is connected to the adjacent outside land space. The capitol land spaces as well as certain of the land and water spaces adjacent to each capitol have numerals thereon corresponding to the numerals assigned to each of the pieces of FIGS. **2–7.** These numerals indicate the position of the pieces at the commencement of the game. Further, the pieces of each of the players are in the spaces adjacent the capitol assigned to the player.

In the initial commencement of the game, a first player makes ten moves. After that, each player makes 20 moves per turn. A "move" is made by moving a piece from one space to another. All the players must move the pieces from space to space following roads **26,** sealanes **27** or gangways **28.** When the player makes his moves, he may make all of the moves assigned to him by moving 20 pieces once (10 pieces if it is the initial move of the game) or four pieces five times, or move any combination of pieces a total of 20 moves. The moves of the pieces need not be consecutive. For example, an elephant can move three spaces to board a ship at a seaport **29,** the ship can sail six spaces, and then the elephant moved off to adjacent land from a seaport **29** and move three spaces. Additional specific details will be explained hereinafter, the above merely being for purposes of explaining the moves of each of the players.

1. SOLDIERS — FIG. **2**

Soldiers may move one or two spaces per turn. They may ride on an elephant or chariot by moving onto a space occupied by their own elephant or chariot. Mounting or dismounting elephants or chariots are counted as soldier moves. Mounting an elephant or

chariot can only be made from a dismounted position. A soldier may capture when dismounting and moving onto a space occupied by an opponent's piece. A soldier may not mount directly from one piece to another piece, but must dismount first. Soldiers may capture any other piece except an elephant.

2. ELEPHANTS — FIG. 3

Elephants move from one to six spaces per turn. The elephants can carry two soldiers.

3. CHARIOTS — FIG. 4

Chariots move from one to eight spaces per turn and may carry one soldier.

4. KNIGHTS — FIG. 5

Knights can move from one to six spaces, and unlike soldiers, elephants, and chariots, can move through spaces occupied by the player's own pieces. The knights must land on an unoccupied space or make a capture on their last move. Knights may not move through a space occupied by an opponent's piece without making a capture.

5. SHIPS — FIG. 6

Ships may move from one to six spaces per turn. Ships may move onto a space occupied by an opponent's ship or galleon and thus perform a capture. Ships may carry as cargo either an elephant, knight, chariot, or two soldiers. In addition, the elephant may carry two soldiers, and the chariot may be carrying a soldier.

6. GALLEONS — FIG. 7

Galleons move one to eight spaces per turn, and may carry the same cargo as the ship.

CAPTURING AND RECAPTURING THE OPPONENT'S PIECE

The player captures an opponent's piece(s) by moving onto the space and replacing the piece(s) with the player's own piece(s), removing the captured piece(s) from the board. If a ship or galleon is captured by a land piece at a seaport **30,** the captured vessel is not removed from the board, but is immediately converted to the captor's fleet and can be used by him on the same turn. If a ship or galleon is captured at sea by another ship or galleon, the captured vessel with any pieces onboard is merely removed from the board.

If one player captures an opponent's piece, the players turn is temporarily stopped and the opponent is allowed to recapture on the same space, provided he can do so in one or two moves only. Once the recapture has occurred, the initial player may go on with the rest of his 20 moves.

If a capture is made on the players last move, his opponent does not get a free "recapture", and the opponent starts using his 20 moves.

If a recapture is not made by the opponent, the player may continue to move the piece which made the capture as if it were its first move. However, the original allotment of 20 moves per turn cannot be exceeded. In addition, each player has the option of passing before completing the entire 20 moves assigned to him. But these moves are forfeited and may not be made up the next time the player has the 20 moves to be made.

LIMITATIONS ON MOVEMENTS

In addition to the above mentioned limitations, other move limitations are applicable. Thus, drydocking, that is movement of ships or galleons from water spaces **26** onto land spaces **24** is not permitted. Also, swimming, that is movement of land pieces such as soldiers, knights, or elephants onto ships or galleons is not permitted except via a gangway **28.** The movement of a ship or galleon with a soldier, knight, chariot, or elephant on board, or the movement of an elephant or chariot with a soldier thereon, one space, counts only one move toward the 20 move alltoment. Moves can, therefore, be saved by moving in such multiple type arrangements.

CAPTURE OF OPPONENT'S SHIPS OR GALLEONS

The opponent's ships or galleons, even if occupied, may be captured with a land piece while at a seaport **29** by moving across the gangway **28.** The occupied ship or galleon is then immediately converted to the player's own fleet and may be moved on the same turn. The soldiers, elephant, knight, or chariot on board the ship or galleon are captured and removed from the board as well. Thus, in one move, it is possible for a player to capture a ship, convert it to his own use, as well as capture (removing from the board) two soldiers or an elephant, knight or chariot.

WINNING THE GAME

Either player may win the game by capturing all of his opponent's pieces. Alternatively, the game may be won by a player occupying all five spaces in the opponent's capitol area **18** or **22.** Each time an opponent occupies a space in his opponent's capitol, the opponent is deprived of four moves per turn. Thus, if a player occupies three spaces in his opponent's capitol, the opponent will have only eight moves on his next turn. Each time an opponent's piece is captured in a player's capitol, the player immediately regains four moves. If one of the opponent's pieces occupy one space in the player's capitol, the player has only 16 moves. If all of the places in a player's capitol are no longer occupied by an opponent's pieces, the player can continue to play and make his normal 20 moves per turn. Other winning possibilities include a winner being declared if each player takes 10 consecutive turns without capturing a piece. Then the winner would be the player with the most pieces in his opponent's capitol.

OPTIONAL ADDITIONAL PIECES

DROMEDARIES

FIG. **8** illustrates a dromedary **52** which can be used in addition to the other pieces on advanced game boards. The dromedary moves from one to six spaces per turn and must carry one soldier in order to move. If mounted by an enemy soldier by moving into the space occupied by the dromedary, the dromedary is immediately converted to the opponent's use. If the dromedary has a rider mounted thereon, the rider is removed from the game board and the player's rider replaces the opponent's rider thereon. In addition, one dromedary may be carried on a ship with the dromedary in turn carrying one soldier.

CATAPULTS

FIG. **9** illustrates a catapult **54** which can move one or two spaces per turn but cannot capture by moving onto a space occupied by an opponent's piece. However, catapults may capture unoccupied ships simply by moving on board. As shown in FIG. **10,** certain land and water spaces may be designated firing spaces by means of a firing angle **62.** In addition, the catapults

may have firing ranges, such as 2 or 3 inches. When a catapult is on a land firing space or mounted on a ship which is on a water firing space, the catapult can fire at any opponent's piece or ship within a designated range. Each catapult may fire twice per turn, each firing is charged as a move, but not counted as a regular catapult move (i.e. against its allotment of two space moves per turn). A catapult may get a free ride on an elephant but may not be fired while on the elephant. Mounting or dismounting the elephant is a catapult move. Catapults may start the game riding on an elephant or on its own individual space. The catapults can also have defensive firing ranges of a predetermined range which is shorter than the offensive firing range. Thus, should a player move a piece onto a space which is in the defensive firing range of an opponent's catapult which is on a firing space, the piece is automatically removed from the board. The firing range may be represented by a member **64** (shown in dotted lines), which is placed on the firing angle **62.** If the edges of the member **64** cover the dot **66** of a space, the opponent's piece on the covered space is removed from the board.

It should be further understood that additional type pieces could be utilized in the game. The pieces of FIGS. **2–9** could be three-dimensional molded members or drawn on discs which are movable on the board. Wood carvings or other elaborate devices could be used as well. In addition, each player's pieces could be made a different distinguishing color, i.e. black, red, white, etc.

Further, it should be understood that the board could be made symmetrical for use in developing predetermined strategy. In addition, moves could be controlled by chance, so as to enable family type groups to play the game as well as where the skill and intelligence of the players vary.

I claim:

1. In a game simulating warfare the combination comprising:

a. a game board representing a plurality of sections of land and at least one body of water adjacent one of said sections of land, said sections of land and body of water containing spaces thereon; and

b. a plurality of land pieces individually movable only on said land spaces and a plurality of water pieces individually movable only on said water spaces, said land pieces being movable by said water pieces on said water spaces; and

c. a plurality of capitol areas, each said capitol area comprising a cluster of land spaces, each space in the cluster being connected to only one adjacent space, each such adjacent space being outside the cluster, each such adjacent space being different for each space in the cluster.

2. A game in accordance with claim **1** wherein said certain of said land pieces are movable on said land spaces by certain of said other land pieces.

3. A game in accordance with claim **1** wherein certain of said adjacent land spaces are interconnected, said pieces being movable only between adjacent spaces which are interconnected.

4. A game in accordance with claim **3** wherein said pieces are classified into different categories, each piece of a specified category being movable a predetermined maximum number of spaces.

5. A game in accordance with claim **4** wherein each capitol area has a plurality of land and water pieces as well as spaces assigned thereto.

6. A game in accordance with claim **1** wherein certain of said water spaces adjacent said land spaces are designated ports and are interconnected by means of a passageway to said adjacent land spaces.

7. A game in accordance with claim **6** wherein said ports are interconnected to only one adjacent land space.

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