Feb. 29, 1944. E. F. SANDS, JR 2,342,899

GAME

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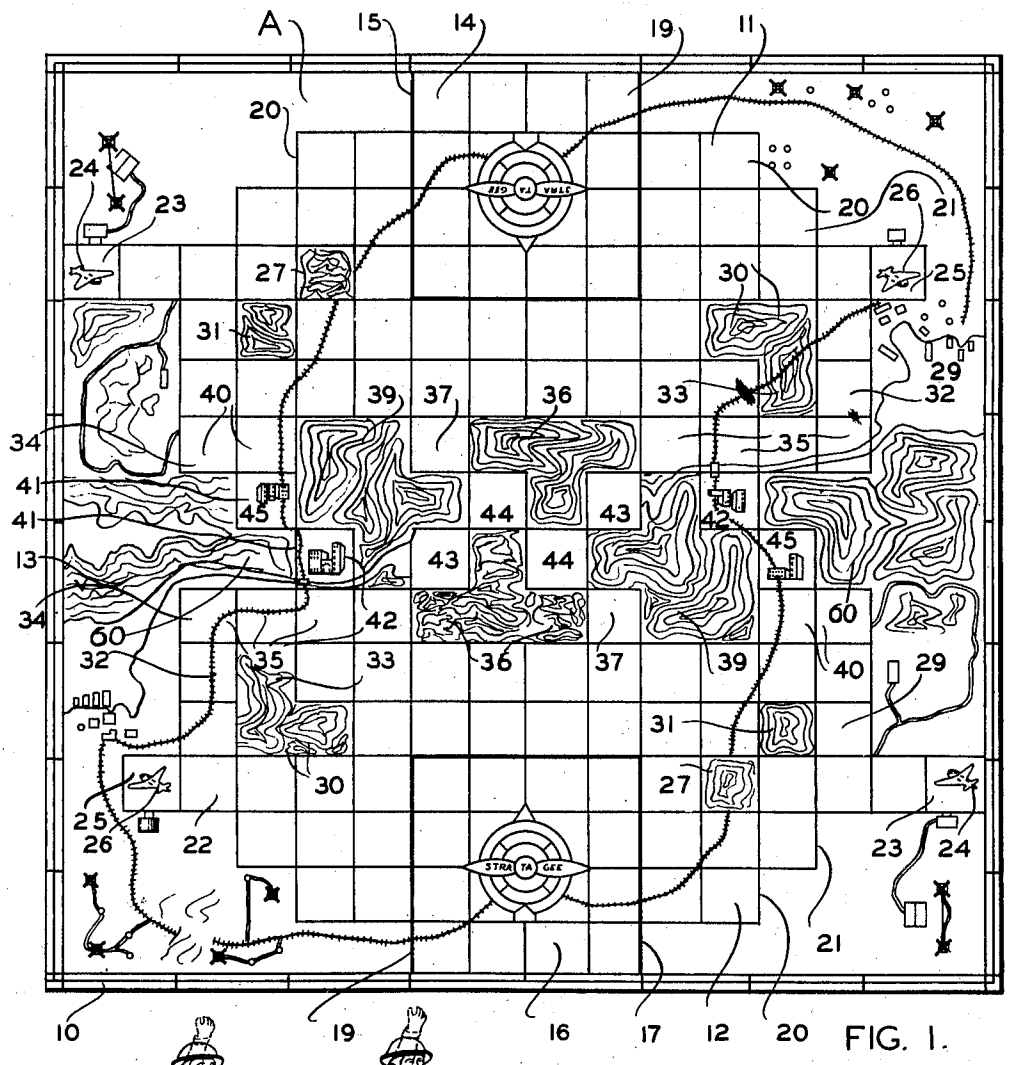


FIG. 1.

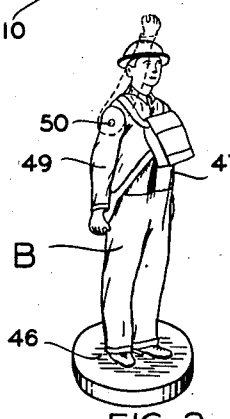


FIG. 2.

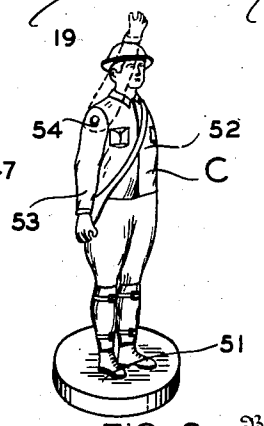


FIG. 3.

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GAME

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1 Claim. (Cl. 273—131)

My invention relates to an improvement in games and more particularly that type of game embodying a game board and playing elements to be moved thereover.

Various types of game boards bearing square spaces have previously been used in the playing of numerous types of games. Some of these games such as the game of checkers, for example, permits each player to move his playing elements one space at a time in a forward diagonal direction, and to jump over a playing element of an opponent lying in an adjacent square if a square on the opposite side of the opponent's playing element is not occupied. Other games have been formed in which a playing element may be moved considerable distances over the surface of a board by jumping over either similar playing elements or opposing playing elements, but in this case, the playing elements jumped are not removed from the board.

It is the object of the present invention to provide a game in which the playing elements may be moved by jumping over either similar playing elements or opposing playing elements, and removing any opposing playing elements jumped. Thus the playing elements may move quickly and over considerable distances; but at the same time, the playing elements are gradually removed from the game table.

It is a feature of my invention to provide a game table having two bodies or sections in opposed relationship and spaced one from the other. The two bodies of squares are substantially identical in shape, and one of these bodies is positioned in front of each opposing player or each of the opposing teams. The two spaced bodies of squares are connected by a line of connected squares to provide a path over which playing elements travelling in either direction may pass. The spacing of the bodies of squares and the provision of a limited number of paths connecting these bodies makes it difficult to move from one body of squares to the other and reduces the number of paths of travel to a point where each path may be guarded to some extent.

It is a purpose of my invention to provide for each player two types of playing elements. Each player is provided with a series of men or playing elements of one type which may move only in a forward direction, a forward diagonal direction, or a transverse direction. The other type of men may move in any direction and are thus more valuable than the first type of playing elements.

It is a feature of my invention that the game board provides two spaced bodies of squares connected only by limited paths and to provide in each body of squares a predetermined area upon which the playing elements are grouped at the start of the game. The object of the game is to eliminate all of the playing elements of the opposing player as in the game of checkers or chess. Because of the limited direction of movement of most of the playing elements, however, it is desirable to move all of this type of playing element over across the board and into the area in which the opposing playing elements are grouped at the start of the game. By moving within this area of the opposing player, the playing elements of one player are granted the power to move in any direction rather than only in a limited direction.

It is a feature of my invention that my playing elements are formed with movable portions thereupon which may be moved to signify whether or not each specific player has been granted special power to move in any direction. In the form illustrated, I provide a toy soldier or the like whose arm may be raised upon reaching the goal or starting area of the opposing player.

It is a feature of my invention to provide a game in which the game playing elements may be jumped or captured, in which case they are removed from the game, and to provide a rule that it is not compulsory to capture the opponent's men unless no other move can be made. Accordingly, it is possible to avoid moves which will lead a playing element into danger and to move away from danger when it is found desirable. My game board may be formed as shown to simulate a boundary line between two countries, this boundary line being in the form of substantially impassable mountains or the like, so that only a limited number of roads connect the two countries. The soldiers of each country have as their duty to defend the home country and to eliminate the soldiers of the other country. Thus the game in reality forms a war game to teach strategic moves and novel methods of defeating another country in time of war.

These and other objects and novel features of my invention will be more clearly and fully set forth in the following specification and claim.

In the drawing forming a part of my specification:

Figure 1 is a top plan view of a game board showing the construction thereof.

Figure 2 is a perspective view of one type of playing element used in conjunction with my game board.

Figure 3 is a perspective view of a modified form of playing element showing the construction of the same.

The game table A is substantially rectangular in form and is preferably provided with a raised border 10. The body of the game table is divided into two divisions 11 and 12 having a series of mountains or the like 13 designated therebetween. As best illustrated in Figure 1 of the drawing, the area 11 includes sixteen squares 14 encircled by a dark or colored line 15 so as to designate the area bounded by the line 15, a home base or goal. The division 12 is similarly provided with sixteen squares 16 encircled by a dark or colored line 17, and the area within or encircled by the line 17 is defined as a home base.

While the exact form of construction illustrated need not be followed, it will be described in detail for the purpose of illustration, it being understood that the arrangement of squares could be varied somewhat without materially changing the playing of the game. The rearmost line 19 of squares of each playing area comprise merely the four squares on the rear row of the area within the line 15 or 17. The second row 20 of each of the sections 11 and 12 comprise eight squares, two squares being positioned on each side of the squares included within the lines 15 and 17. The third row 21 comprises ten squares, there being three squares on each side of the home base area. The row 22 comprises fifteen squares, there being six squares on one side of the home base area and five squares on the other side thereof. The outermost square 23 to the right of each player has indicia 24 thereon showing an airplane or the like, and this designation indicates that a playing element placed thereupon may be moved to the corresponding square on the opposite side of the board. The last square 25 on the left end of each row is provided with indicia 26 which indicates that a playing element placed thereupon may be moved to the corresponding square on the other section. Thus it is possible to move the playing elements over a considerable distance if the playing elements are moved onto the squares 23 or 25. It should be further noted that the second square to the right of the line 15 or 17 dividing the home base designated by the numeral 27 bears indicia to indicate that the playing element may not be placed thereupon.

The next row 29 on each section 10 and 11 is the width of twelve squares, but all of these twelve squares are not playable areas. Two adjacent squares 30 next to the outermost square at the left end of the board bear indicia to indicate that no playing element may rest thereupon, and another square 31 next to the end square at the right end of the row 29 is provided with similar indicia. Thus in the movement of the playing elements, these squares must be avoided.

The next row 32 is also of a width of twelve squares and bears a single square 33 on which no playing element may rest. This square 33 is next to the end square at the left hand end of the row 32.

The next row 34 is of a width of twelve squares, but only contains seven squares upon which playing elements may rest. Four consecutive squares 35 are provided at the left end of this row. The area of three consecutive squares 36 upon which no playing element may rest are then provided. A single square 37 next occurs, and an area of two squares 39 divides the single square 37 from the two squares 40 at the extreme right hand end of the row. Thus but a limited area for the playing elements occurs in the row 34.

The above noted sets of squares comprise respectively two opposed playing portions and include entrance and exit squares through diagonal lines of playing squares which connect these opposed playing portions as hereinafter described.

In the next row of squares 41 only four playing squares 42, 43, 44, and 45 are provided. The square 42 is positioned adjacent one of the squares 35 and is arranged in diagonal relation with the square 45 of the opposing row 41. The square 43 is arranged in diagonal relation to the last of the squares 35 and is diagonally related to the square 44 of the opposing row. The square 44 is diagonal with respect to the square 37 and is also diagonally arranged with respect to the squares 43 and 44 of the opposing row 41. The square 45 is positioned adjacent one of the squares 40 and is diagonally related to the square 42.

The area of the game table not occupied by playing squares is preferably raised in the manner of a relief map so that it is impossible to place playing elements thereupon. Not only does the irregular formation of the nonplayable area of the game board make mistakes in placing the playing elements difficult, but also it enhances the appearance of the game and makes the game more nearly simulate the actual boundaries between two countries. Various objects may be formed in this nonplayable area, and the same is preferably painted to simulate trees, mountains, buildings, and other objects visible from a great height if the border between two countries were viewed.

Non-playing raised regions at the sides of the center, designated as 60, and intermediate nonplaying raised regions 36 and 39, form in effect divisions of the playing field into two opposed portions with diagonally related rows of playing squares extending between them. Two such diagonal rows are continuous, made up of squares 37 and 44 and of squares, 42, 45, and 40, respectively, other lanes or lines of playing squares are broken to form right-angled turns, as squares 35, 43, 44, and 37, or in reverse order on the other side, squares 37, 44, 43, and 35. All the play for attack must go through these limited spaces or lanes, squares 37 and 35 being entrance and exit squares for the interior lanes, and squares 40 and 35 being entrance and exit squares for the outside lanes. The skill by which forces are brought up and passed through these restricted lanes is the prime element of success in the achieving of final victory. It requires very careful study and management in the moving of the pieces and provides a game of first rate scientific skill, exceeding in difficulty the game of checkers, which it resembles in some particulars, because of the added problem of moving the men or playing pieces through the diagonal lanes connecting the opposed portions of the entire playing field.

The playing element B illustrated in Figure 2 of the drawing simulates a soldier and includes a base 46, soldier body 47 projecting upwardly therefrom, and an arm 49 pivotally attached at 50 to the body 47. When the playing element is first moved at the start of the game, the soldier stands at the position illustrated in full lines in Figure 2 of the drawing. Upon successfully reaching the enemy home base or goal, however, the arm 49 may be raised into the dotted position illustrated in Figure 2.

In Figure 3 of the drawing, I disclose another

form of playing element C. This playing element C is mounted upon a base 51 and the body 52 projects upwardly therefrom. The arm 53 may be pivotally attached at 54 to the body if it is so desired, but in this form of construction it is not necessary that the arm be movable, as this type of playing element may move in any direction at all times. The playing elements of the opposing players are differently colored or shaped so as to be readily distinguishable.

In playing my game, it should be understood that the game may be played by two players or by more than two players divided into two groups. The game board provides a surface representing the terrain of a real or mythical country or countries. The two opponents have forces consisting in fourteen divisions and two strategists placed in the space on the surface of the board outlined by the heavy lines or colored lines 15 and 17, with the two strategists occupying the right and left hand outer corners. Each one of the fourteen divisions or playing elements B advances toward the opponent's home base, moving one square at a time, or may move transversely or diagonally forward. By jumping their own playing elements, more than one square may be advanced at a time. In such jumping, the playing element may be moved until no further jumps are possible. While the playing elements B may only be moved laterally, forwardly, or forwardly in a diagonal direction, the two strategists C may be moved in any direction at any time.

The players alternate in moving their forces. If opposing playing elements are in the line of advance, they may be jumped and thereby captured, in which case they are removed from the game. It is not compulsory, however, to take the opponent's men or to effect a capture unless it is desired, or unless no other move can be made. Thus a player need not by jumping or capturing an opposing playing element be placed in a position to sacrifice a large number of his playing elements.

The game progresses through movement as defined until the playing elements B are moved into the opponent's goal or home base defined by the heavy line 15 or 17. When a player B has been moved into this area, the arm 49 of the men may be raised, and from that time until the end of the game, the playing element may be moved in any direction. One side or one player wins when all of his opponent's men have been captured or if the opponent's men are so blocked as to be unable to move.

In accordance with the patent statutes, I have described the principles of construction and operation of my game; and while I have endeavored to set forth the best embodiments thereof, I desire to have it understood that these are only illustrative of a means of carrying out my invention, and that obvious changes may be made within the scope of the following claim without departing from the spirit of my invention.

I claim:

A game comprising a board having flat surface portions marked to be divided into equal squares and unmarked raised portions indicating mountains and hills and being positioned to divide the board and the flat surface squares thereon into equal opposed portions, said board being of a width such that the width of said opposed portions of squares is substantially greater than their depth, sets of squares forming segregated diagonal lines of passage through said raised mountain and hill parts, and a plurality of separated diagonal entrances into certain of said lines of passage.

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