May 14, 1929. H. L. STICKNEY 1,713,455

GAME

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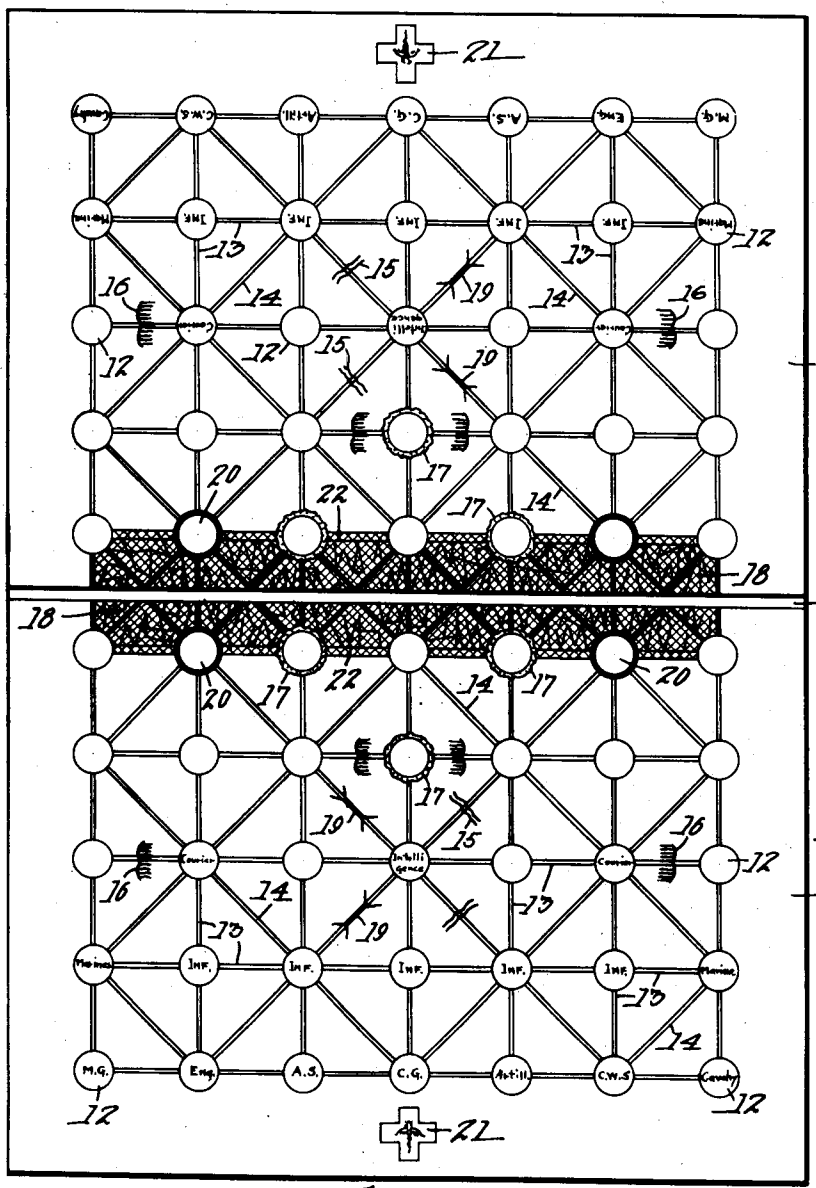


Fig. 1.

Fig. 2.

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GAME.

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This invention relates to a game adapted to be played on a board having special markings and with men or game pieces, specially designated.

The principal objects of the invention are to provide an interesting game played in imitation of some action that takes place in real life, particularly military operations, to provide a board which will represent a field on which such an action takes place and to provide means whereby the game pieces are employed in such a manner as to imitate the actions of men, armies, ships or other objects as they take place in real life.

Although the objects of the invention have been stated broadly above, it is intended to be used mainly as a military game. Means is provided whereby the different services are distinguished and the actions of the units of the different services are imitated, as well as may be.

Other objects and advantages of the invention will appear hereinafter.

Reference is to be had to the accompanying drawings in which

Fig. 1 is a plan of a board arranged in accordance with this invention, and

Fig. 2 is a collective view of various game pieces which can be employed in connection therewith, each one representing a branch of the service.

The board 10 is formed of two flat pieces connected together by a hinge 11 across the center so that the board can be folded up if that is desired. The two sides of the board on opposite sides of the center line or hinge 11 are exactly alike. On each side there are indicated a series of stations 12 suitably spaced apart, and preferably arranged symmetrically. These are connected by what may be considered horizontal and vertical lanes 13, that is lines running transversely and longitudinally and also by certain diagonal lanes 14, as indicating the way in which the game pieces move. At the beginning of the game the various stations 12 may be occupied in various ways, but in the particular game illustrated, the rear line is shown as to be occupied by certain game pieces representing different services, as indicated by the names and abbreviations on the drawing. The second line is indicated as occupied by Infantry and Marines, and the third line by certain other services as will be obvious.

Along the lanes of advance I have shown a series of obstacles as for example, Rivers 15, Cliffs 16, Woods 17 and No Man's Land 18. No Man's Land is located at either side of the center line 11 and, as will appear, the rules are somewhat different for this section. I have shown wooden bridges 19 at certain points, dug outs 20, hospital 21 and first line trenches 22.

It will be seen that the lanes 13 radiate from the stations 12 and extend longitudinally and laterally from the stations but from others there are additional diagonal lanes 14 as previously stated.

Each game piece comprises a base 23 and a guidon or flag 24 provided with suitable insignia to indicate the service to which it relates. The various insignia are indicated in various parts of Fig. 2. All of them are labeled therein and their original places are indicated on the board in Fig. 1. Therefore, no further description need be given.

The game, played according to this invention and in accordance with the illustration of it in the drawing, involves two armies facing each other on opposite sides of No Man's Land, each piece being located at the station indicated in Fig. 1. The Commanding General (C. G.) is supposed to direct his forces, each side moving, and one piece at a time, in alternation. Each Commanding General endeavors to occupy the base position of the opposing Commanding General or to so direct his forces that the opposing Commanding General will be surrounded and unable to move in any direction. When either of these conditions occurs the combat ends but the winner is determined by a scoring system and also the amount of his advantage over the opponent.

The casualties are determined at the end of the combat by means of a score table as follows:

Score table.

Objective taken	100
Capturing Commanding General	50
Pieces in Base Hospital	25 each
All other pieces captured	10 each

The final score is determined only after the casualties of the victorious army have been deducted.

Prisoners can be exchanged according to the following table showing the relative and comparative importance of the pieces in making an exchange:

Machine Gun or Cavalry	10
Engineer or Chemical Warfare Service	20
Air Service or Artillery	40

Of course it will be obvious that different branches of the service in actual operation have different methods of movement and different restrictions upon their movements. For that reason I prefer to employ the following key to the maneuvers of the various services.

Key to maneuvers.

GUIDONS	MOVES	MAY CAPTURE	MAY BE CAPTURED	IMPASSABLE OBSTACLES
INTELLIGENCE	Forward, diagonally or horizontally, one station at a time. May retreat same order.	Intelligence and Courier *only*.	By any piece except Commanding General.	NONE
COURIER	SAME AS INTELLIGENCE IN ALL PARTICULARS			
INFANTRY	Forward or horizontally, one station at a time but never backward.	Any piece except Air Service.	By any piece except Intelligence, Courier and Commanding General.	CLIFFS RIVERS
MARINE	SAME AS INFANTRY IN ALL PARTICULARS			
MACHINE GUN	Forward, and horizontally, or horizontal and forward, same move. In other words, complete a right angle or half a square one move. May retreat same order.	Any except Air Service.	By any piece except Intelligence, Courier and Commanding General.	CLIFFS
ENGINEER	Forward or diagonally. May retreat same order. One station at a time.	Any except Air Service.	By any piece except Intelligence, Courier or Commanding General.	NONE
AIR SERVICE	Any continuous direction unoccupied. In making an advantageous capture may elect to pass over one piece only.	Any piece	By none except Air Service and Artillery.	NONE
ARTILLERY	Forward or horizontally as many stations as unoccupied or may elect to pass over one piece in making advantageous capture.	Any piece	By any piece except Intelligence, Courier and Commanding General.	NONE
CHEMICAL WARFARE SERVICE.	Diagonally as many stations at one move as unoccupied. May retreat same order.	Any piece except Air Service.	By any piece except Intelligence, Courier and Commanding General.	NONE
CAVALRY	Forward or diagonally. One Station at a time. May retreat same order.	Any piece except Air Service.	By any piece except Intelligence, Courier and Commanding General.	NONE
COMMANDING GENERAL.	Forward or horizontally, one Station at a time. May exchange positions with any piece by one move. May retreat same order.	None	None but may be blocked or surrounded.	WOODS CLIFFS

The following rules of combat can be employed:

Rules of combat.

1. Commanding General has no power of capture and should always be warned when in danger of capture by using word "attacked" so he may retreat to his base position or elect to defend himself by exchanging positions with any of his combatant forces. (Intelligence and Courier not included.)

2. Headquarters (Commanding General) should never be occupied except by Commanding General, thus leaving this position free for retreat or possible capture by opposing Commanding General.

3. (*a*). The only exception to provisions of Rule #2, is where Commanding General is "attacked" on base position, in which case a temporary exchange with one of his combatant forces is permissible.

(*b*). Following such an emergency, the combatant forces engaging its adversary or the enemy, in making a capture, should evac-

uate to some other station at the earliest moment or be subject to penalty in consonance with Rules #4 and 5.

4. Intelligence, Courier, Infantry and Marines, when captured, are removed permanently from Field and may not be returned to combat.

5. (*a*). Machine Gun, Air Service, Engineers, Artillery, Chemical Warfare Service and Cavalry, when captured within their own lines are immediately evacuated to their own base hospital, and may elect to re-enter Field at its original designated base position if unoccupied or whenever unoccupied. Re-entering from own Base Hospital constitutes one move.

(*b*). When the above named combatants are captured on the Enemy's Field, they are evacuated to the Enemy's Base Hospital and may not be returned to Field of combat except by an exchange of prisoners in accordance with terms of exchange shown elsewhere.

(*c*). Such an exchange, if possible, should be promptly made at the time of capture if designated base position is unoccupied and this may be accomplished without constituting a move on the part of either combatant.

(*d*). If position is occupied at time of exchange, he may be evacuated to this own Base Hospital when he may re-enter the Field later at his option, which in itself constitutes one move.

6. All pieces, whether given power of moving one or more stations at a time, must at all times come to a halt at First Line Trenches, furthermore, in passing through No Man's Land, they should again come to a halt in Enemy's First Line Trenches.

7. Any piece going Over the Top may move across No Man's Land only in accordance with prescribed maneuvers laid down for that particular piece.

8. Infantry and Marines only, are safe from capture when occupying position in Dugouts.

9. Player may not touch any piece except to move it, under penalty of being removed from the Field in accordance with Rules #1, 4 and 5.

10. (*a*). Should Infantry or Marines, uncaptured, reach any of the enemies base positions originally occupied by Machine Gun, Engineers, Air Service, Artillery, Chemical Warfare Service, or Cavalry, they should immediately evacuate, this without constituting a move.

(*b*). Credit, however, for such advancement should be given its own forces in accordance with the score table shown elsewhere.

11. Air Service and Artillery may elect to pass over one piece only, either of own or enemy's forces in making advantageous capture, but may move only in a continuous direction at all other times.

12. Any dispute which may arise with reference to maneuvers, captures, exchange of prisoners, or interpretation of Rule of Combat, may be mutually referred to any disinterested person whose ruling shall be final.

In playing the game each player places the game pieces on his side of the board in the manner indicated by the several designations at the stations 12 in the three rear lines. At the toss, one player has the first move of course. He moves any one of his pieces forward or sideways in accordance with the above rules governing that piece. Then the other player has a chance to play, the moves taking place similarly to the game of Chess.

All the rules above mentioned must be observed and the obstacles such as Rivers, Cliffs and Woods cannot be passed by certain services. The lines of advance in which these obstacles are located are closed to the particular services which, according to the rules, are obstructed by them. Also the dugouts cause certain restrictions, as indicated above by the rules, and the first line trenches at both sides of No Man's Land halt all advance for any particular move. The playing continues alternately by the two sides, each player exercising his ingenuity and skill, restricted only by the rules of the game.

Finally the game closes when one Commanding General or the other is surrounded or unable to move in any direction, or when one Commanding General succeeds in occupying the base position of the opposing Commanding General. Then the combat ends. The winner is determined, however, by the score table as given above. Therefore, it is not merely a matter of winning the game but the game is won or lost by a definite number of points.

It will be seen from what is said that a very interesting game can be played in this way and that the maneuvers of an army can be imitated with some degree of accuracy, sufficient to interest people who have knowledge of military maneuvers and also they are arranged in such simplicity as to interest the general public.

It is to be understood that although I have illustrated and described the playing of a particular military game the invention is not restricted to that game or any military game, as the same principle can be used to represent a naval combat or even things outside the military fields altogether, as for example, football or commerce, and in fact anything that can be imitated on a game board.

Although I have illustrated and described only one form of the invention I am aware of the fact that other modifications can be made therein by any person skilled in the art without departing from the scope of the invention as expressed in the claims. Therefore, I do not wish to be limited in these respects, but what I claim is:—

1. As an article of manufacture, a game

board formed in symmetrical parts, each one having a series of stations represented thereon and spaced apart, and lines from said stations to indicate possible movements from one to another, said game board having obstacles represented thereon in said lines to indicate that game pieces representing certain services cannot pass them but that others can, said lines furnishing other paths by which the restricted game pieces can get around the obstructions.

2. In a game, a game board having two symmetrical halves, each half being provided with stations spaced apart thereon, and game pieces placed in predetermined relation to each other at certain of said stations at the start of the game, the game board having representations of paths of travel between said stations on which the game pieces can travel in different ways, the game board having a representation of a wide field or No Man's Land between the two halves, having a marked boundary on each side across which movements of the game pieces are restricted in a different manner from their movements outside of this area, said game board having obstacles represented thereon in said path of travel to indicate that game pieces representing certain services cannot pass them, but that others can, said paths furnishing other courses by which the restricted game pieces can get around the obstructions.

In testimony whereof I have hereunto affixed my signature.

HENRY LADD STICKNEY.