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J. O. TUTTLE ET AL

WAR GAME

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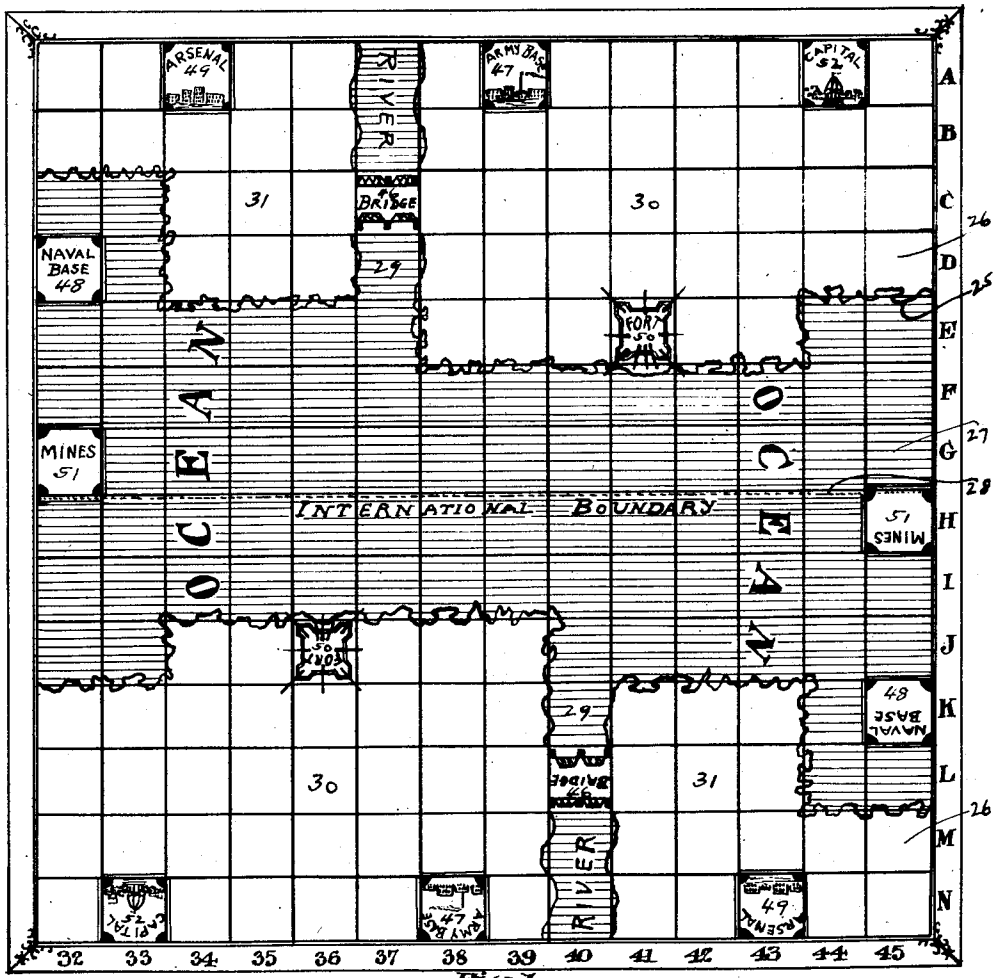


Fig. 1.



Fig. 2.



Fig. 3.



Fig. 4.



Fig. 5.



Fig. 6.



Fig. 7.



Fig. 8.



Fig. 9.



Fig. 10.



Fig. 11.



Fig. 12.



Fig. 13.



Fig. 14.



Fig. 15.



Fig. 16.



Fig. 17.



Fig. 18.



Fig. 19.



Fig. 20.



Fig. 21.



Fig. 22.

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WAR GAME.

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Our invention relates to games, and its primary object is to provide a game imitating as nearly as possible the modern warfare of nations.

More particularly, it is our object to provide a game embodying a game board representing both land and water, and a plurality of playing pieces, having powers of travel, limited by the boundaries of land and sea in such a way as to give the pieces taking power substantially the same in ratio to each other as the fighting powers of the various instruments of warfare that they represent.

Another object of this invention is to provide playing pieces of the same class, but having varying traveling powers, thereby approximating the skirmishing powers of one unit of a modern army as compared with another unit of the same military class and rank.

A further object of the invention is to provide a game in which the playing pieces comprise both offensive fighters, having varying powers of travel, and stationary defenses, movable only to capture enemy pieces coming within a fixed area which they control.

Another object is to provide means for transporting a strictly land piece across the water territory, but not under the moving power of the land piece itself.

A still further object is to provide a game in which the modern mine is imitated by a fixed portion of the playing area, upon which no piece may land without suffering the penalty of removal from play.

With these and other objects in view, our invention consists in the construction, arrangement and combination of the various parts of our device, whereby the objects contemplated are attained, as hereinafter more fully set forth, pointed out in our claims, and illustrated in the accompanying drawings, in which:

Fig. 1 shows the board used in playing the game.

Fig. 2 shows one of the capital pieces.

Fig. 3 shows one of the arsenal pieces.

Fig. 4 shows one of the fort pieces.

Fig. 5 shows one of the army base pieces.

Fig. 6 shows one of the cavalry pieces.

Fig. 7 shows one of the tank pieces.

Fig. 8 shows one of the artillery pieces.

Fig. 9 shows one of the airplane pieces.

Fig. 10 shows another of the airplane pieces.

Fig. 11 shows one of the machine gun pieces.

Fig. 12 shows another of the machine gun pieces.

Fig. 13 shows one of the infantry pieces.

Fig. 14 shows one of the naval base pieces.

Fig. 15 shows one of the cruiser pieces.

Fig. 16 shows one of the marine pieces.

Fig. 17 shows one of the dreadnaught pieces.

Fig. 18 shows one of the submarine pieces.

Fig. 19 shows another of the submarine pieces.

Fig. 20 shows one of the destroyer pieces.

Fig. 21 shows one of the battleship pieces.

Fig. 22 shows one of the gun boat pieces.

We will first describe the board which is used in playing the game, or the

I. Playing field.

A. Division of field.—The playing field is divided primarily into sections denoting land and sections denoting water. The land is grouped into two main bodies, which may be designated as two countries foreign to each other, one at either side of the board and the water comprises the remainder of the space separating these two bodies of land. Thus it will be seen that the playing field imitates a section of the earth where two countries are separated by a body of water. As in the case of the two countries, there may thus be warfare on land or on the water or shore combat between both land and water forces. The two bodies of land are entirely separated by the water so that, should it be necessary or desirable to cross into the enemy's territory, the water will form a serious obstruction. The division line between land and water is an irregular line 25, as shown in Fig. 1 of the drawings, and the land itself is colored as indicated by the shaded lines 26, while the water is colored, as indicated by the shaded lines 27, a contrasting hue.

B. International boundary.—The board is divided exactly in the middle by a transverse line 28 designated "international boundary".

C. Rivers.—Upon each side of the board

a narrow neck of water 29 extends from the edge of the board to the central body of water 27. These narrow bodies of water are designated as rivers and entirely divide the main bodies of land on either side of the board into two sections 30 and 31. It will be noted that the board is symmetrically arranged so that the large sections 30 are diagonally opposed to each other and the small sections 31 the same.

D. Squares.—The board is exactly square and is divided into a large number of small squares, preferably 14 each way, making a total of 196 squares. It may be noted that the shore lines 25 follow the lines which designate the squares in such a way that every square on the board is either a land square or a water square.

The horizontal rows of squares have been numbered consecutively A to N inclusive and the vertical rows of squares have been numbered 32 to 45 inclusive. This is for convenience in later referring to the various positions upon the board.

E. Bridges.—Each of the rivers 29 are crossed by a bridge 46 occupying one square, whereby land forces may travel from one section of land to another on either of the main bodies of land without the aid of transport pieces which will later be referred to in connection with crossing the central body of water by land forces.

F. Army base.—Each country has an army base square 47 which corresponds to the similar locality in actual warfare. The army base square, during the playing of the game, is occupied by one of the stationary defenses, later described, which is placed there to resist its capture.

G. Naval base.—Each country is provided with a naval base square 48, situated just off its shore line and preferably located, as shown on the drawings, with one side adjacent the edge of the board and its other three sides surrounded by water squares. The naval base is also occupied by one of the stationary defense pieces.

H. Arsenal.—Each country is provided with an arsenal square 49 which is likewise occupied by a stationary defense piece during the playing of the game.

I. Fort.—Each country is provided with a fort 50, which, like the other positions just described, is occupied by a stationary defense piece.

J. Mine.—Each country is protected at a distance from its shore line by a mine 51, preferably positioned directly in front of the naval base for the purpose of protection. The mine square is not occupied by a stationary defense piece, since in itself the mine comprises a defensive instrument as will hereinafter be more fully set forth.

K. Capital.—Each country is provided with a capital 52, which must be protected by a stationary piece in the same manner as the other positions described.

II. Brief outline of plays.

A. Pieces.—The pieces used in playing the game are shown in Figs. 2–22, respectively, and comprise two general divisions of what will be referred to as stationary pieces and as moving pieces. The stationary pieces are defensive in nature, occupy the strategic positions described in former sub-paragraphs F to K inclusive and can move from their positions only for the purpose of taking an enemy piece that has moved to a square adjacent the strategic square occupied by the stationary pieces, as will hereinafter be more fully described. The moving pieces are the offensive men and can travel over the board under various limitations, according to their class, being used for the purpose of removing the enemy pieces from the board. In this respect, it may be noted at this point, that our game resembles chess, in which a variety of moving pieces are given a variety of moving powers and it is consequently not our intention to claim broadly a game in which warfare is imitated by means of moving pieces, some of which are practically claimed in the moves which they can make while others are very limited. In those features, however, wherein our game differs from the game of chess, it will be found that the modern type of warfare has been imitated as compared with the old hand to hand combat on a comparatively small field in the olden days.

B. Moves.—The word "move" will be hereinafter used to indicate the travel of a piece from one square to another, as compared with the word "jump", which is used to indicate the capture of an enemy piece. The moves which can be made by various pieces will later be fully set forth but it may be mentioned at this point that the distance which a particular moving piece can travel is indicated by a number placed upon the piece, as at 53 in Figs. 9 and 10. For instance, the airplane piece, shown in Fig. 9, can move over three consecutive squares, landing in the fourth square from that from which he started, whereas the airplane piece, shown in Fig. 10, can move over five consecutive squares, landing in the sixth square from the start.

In thus moving, the pieces actually make three or five consecutive moves, as the case may be, and in so doing, they may change their direction of travel as many as three or five times, respectively, if desired. This change of direction is subject to certain limitations which will hereinafter be pointed out with respect to each class of pieces.

C. Jumps.—All captures of opponent pieces are made by jumping over the piece

and removing it from the board. In order to do so, the capturing piece must be positioned in a square adjacent the threatened piece and the square on the opposite side of the threatened piece must be vacant. This holds true in jumping longitudinally, laterally, or diagonally, according to the moving power of the capturing piece. Consequently it will be seen that the capturing piece cannot change direction during its jump but must jump in a straight line over the captured piece.

If the capturing piece, after having jumped an enemy piece, alights in a position where it threatens another enemy piece, it must continue and capture this second piece also.

D. Scoring.—The scoring is done by totaling the value of the enemy pieces captured. The stationary defenses are much more valuable when captured than are the actual combatants or moving pieces. For instance, the capital, shown in Fig. 2, when captured by the jumping of an enemy's capital square, counts 10 and the capturing player removes the captured piece and places it in a pile which is tallied so that when a hundred points are scored, the game is won by the person so scoring a hundred points. Thus it is essential for the player to play his best from the very beginning of the game and any mis-move will undoubtedly be fatal to his chances of winning.

III. Pieces.

A. Stationary defenses.—1. Forts.—The fort is shown in Fig. 4 and is preferably formed to imitate the fort diagram which is imprinted in the fort space 50. As already explained, the fort piece occupies the fort square and an object of the game is to so arrange the moving pieces as to protect this fort piece from capture. There are three forts provided for each player. If an enemy captures the first fort piece, he then places one of his own forts in the fort space just evacuated. The enemy must then hold not only his own fort but the captured fort and it will be seen that he thus assumes an added burden and responsibility. Consequently each time a player captures an enemy fort or capital or arsenal, as the case may be, he ordinarily increases the difficulty of play for himself from thence onward. In this way the game corresponds to the actual game of warfare in that it requires less forces to defend the home territory than to invade the enemy territory. Incidentally the player is continuously faced with the question of whether the increased burden of protecting the captured fort will be sufficiently offset by the points which he gains by the capture.

The fort has the power of protecting itself in that it can jump any opponent piece which moves into a square adjacent the fort square. In so doing, however, the fort must immediately, in the same move, return to the fort square. In this way the action of a fort piece in capturing an opponent piece is primarily a protective measure and simulates the action of a fort in firing upon troops advancing toward it.

Should the fort space be occupied so many times by conquering pieces as to entirely eliminate the fort pieces, the last capturing piece to enter it must remain there and act as a fort piece. Should it in turn be captured, it will not count to the victor the amount that a fort piece would count but only its usual scoring value. Should a naval force capture the last fort piece, it must be replaced by a land piece selected by the captor in play.

When a fort is captured and the new occupant is at the same time faced by an enemy, it is not the privilege of the enemy piece to jump the fort at that time but he must retreat out of reach of the fort piece. In real warfare, the enemy would have retreated from the fort at the time the fort fell and consequently in our game the enemy piece occupying an adjacent square to the fort space just captured must also retreat at his next move.

In the same way the piece which has just replaced the fort does not have the privilege of taking the enemy piece on the next move since the fort's turn to play ceased when it was re-occupied.

2. Capitals.—Each player has three capital pieces, each counting 10, as indicated in Fig. 2. The functions of the capital pieces are identical with those of the fort pieces and the same rule is applied to occupation of the capital squares.

3. Army bases.—Each player has three pieces to man his army base. One of these pieces is shown in Fig. 5 and each one counts 10. The rules applicable to forts are the same for army bases.

4. Arsenal.—Each player has three arsenals counting 10 each and subject to the same conditions as the forts.

5. Naval base.—Each player has three pieces to occupy his naval base, subject to the same conditions as the forts and counting 10 each. The naval base piece is shown in Fig. 14.

It may be said briefly in conclusion relative to each of the stationary pieces, that each can jump in any direction, whether horizontally, vertically, longitudinally, laterally, or diagonally, returning immediately to the stationary defense square, and none are entitled to move withont jumping.

B. Moving pieces.—1. Naval pieces.—a. Dreadnaughts.— Each player is provided with two dreadnaughts, shown in Fig. 17, one counting three and the other counting

five. The numbers three and five serve not only to indicate the score value of the pieces, but also to indicate the number of moves which a piece may make. The dreadnaught can move or jump either longitudinally in a forward direction, or laterally in either direction on any of the squares of the water 27. The dreadnaught may also enter the land territory when making a jump, but at no other time. For instance, if a land piece is situated on one of the land squares adjacent the water and a dreadnaught attains a position on the water in either a longitudinally or laterally adjacent square, the dreadnaught may then capture the land piece, provided that there is open square opposite the dreadnaught across the square occupied by the land piece.

The dreadnaught may not move diagonally, and is limited in a rearward direction to a move of one square, which is known as a retreat.

The dreadnaught may change its direction of travel as many as three times, if it is a number three dreadnaught, and as many as five times if it is a number five piece, subject to the limitation of direction just stated. For instance, assuming a number five dreadnaught to be located on the square 35^{I}, it may, if desirable, be moved first to the square 36^{I}, then to the square 36^{H}, then to the square 36^{G}, then to the square 37^{G}, then to the square 37^{F}, all in one move.

b. Destroyer.—Each player is provided with one destroyer which has a scoring and moving value of two. Like the dreadnaught, the destroyer can move only longitudinally forward, laterally, or retreat one square. See Fig. 20.

c. Battleship.—Each player is provided with one battleship, having a counting and moving value of three, as shown in Fig. 21. The battleship is limited in direction and retreat, the same as the dreadnaught.

d. Cruiser.—Each player is provided with one cruiser having a moving and scoring value of two, and limited as to direction the same as the dreadnaught. The cruiser may retreat one square. It is shown in Fig. 15.

e. Gun boat.—Each player is provided with one gun boat, shown in Fig. 22, having a scoring and moving value of 1. The gun boat is the least powerful of the naval pieces and the least desirable to capture. It is limited as to direction and retreat the same as the dreadnaught.

2. Land forces.—a. Marines.—Each player is provided with five marines, as shown in Fig. 16, each having a scoring and moving value of 1. The marine may move or jump forwardly or laterally one square at a time. He cannot move diagonally. He may retreat one square. He is limited to land moves, but may take pieces on the water whenever occupying a square adjacent such a water piece, with the opposite square unoccupied. Such taking is limited to forwardly longitudinal and lateral jumps.

b. Tanks.—Each player is provided with one tank, having a moving and scoring value of three. The tank is shown in Fig. 7.

c. Artillery.—Each player is provided with one artillery piece, having a scoring and moving value of two, and limited in direction and retreat as are the marines.

d. Cavalry.—Each player is provided with one cavalry piece, having a counting and scoring value of one and shown in Fig. 6.

e. Infantry.—Each player is provided with three infantry pieces, each having a scoring and moving value of one and shown in Fig. 13.

f. Machine guns.—Each player is provided with two machine guns, shown in Figs. 11 and 12, one counting three and the other counting five.

The tanks, artillery, cavalry, infantry, and machine guns can move or jump forwardly or laterally in either direction. These latter five pieces can also be used in defending the shore line, being able to capture pieces or adjacent water squares when possible to jump over the same, according to the jumping rules, and returning immediately to the square from which the jump is made. Like the naval pieces, each of the land pieces, having a moving value of two or more, can take its moves when moving more than one square in several consecutive moves of different directions.

3. Submarines.—The submarine has not been listed under the naval forces although it is properly one of the naval pieces. The submarine differs from the other naval pieces in that it can be moved in any direction, either forwardly, laterally, diagonally or backward. The submarine does not retreat, not being limited to one square in a backward direction, as are the pieces already described. The submarine can move only on the water, being enabled to make land captures the same as the dreadnaught. There are two of the submarines, having a counting value of three and five respectively.

As an illustration of how the submarine may move, it will be assumed that there is one of the submarine pieces, number 5, positioned on the square, number 34^{G}, and the player decides to attempt the capture of the naval base 48 in the square 32^{D}. Assuming that the square 32^{B} is occupied, the submarine can then move first diagonally to square 33^{F}, then forwardly to square 33^{C}, then laterally to square 32^{C}, making a total of five squares in one move. This leaves the naval base open to capture by the submarine on its next move, provided that the enemy does not move a piece into the square 32^{E} in the meantime so as to block the jump.

4. Airplanes.—The most powerful moving piece is the airplane, shown in Figs. 9 and 10. There are two airplanes for each player, having moving and scoring values of 3 and 5, respectively, and the airplane can move in any direction over land or water to any square of the board. Thus the piece resembles the airplane of modern warfare which is equally powerful over water or land.

IV. Playing the game.

A. In general.—The game is started by arranging the pieces of the respective players on their respective sides of the board within the rows A to F, inclusive, and I to N inclusive. No pieces may be placed upon the two central rows. The naval forces must be arranged on the water squares and the land forces arranged on the land squares. The airplanes may start from either land or water. The marines are held in reserve, not being placed upon the board when the play starts. The stationary pieces are placed one upon the stationary defense squares to which they correspond, the other two in reserve. Subject to the above limitations the player may place each piece upon the board at any starting point he may consider desirable. This makes it impossible for a player to memorize opening moves and creates a new situation each time a game is started, unless, of course, the player is in the habit of placing his pieces in identical relation to each other each time he starts.

The game then proceeds by each player alternately moving one of his pieces according to the function of the piece being moved. After each move, the player records the score which is made by placing any captured pieces in a position adjacent to formerly captured pieces, the group of captured pieces serving as a tally device. If neither side has been able to reach the game score, which ordinarily will be one hundred, and neither can make further captures, the game shall go to the one having the highest score. If a shorter game is desired, the game score may be reduced to 75.

In using the captured pieces as a tallying means, they are preferably placed in rows of multiples of 25, whereby they may be quickly added.

Although flat discs have been shown for the pieces, it will be understood that small statuettes, representing the various types of combatants and made of metal, wood, or composition, may be employed.

B. Bridges.—The bridges are considered as land areas and may be crossed or landed upon by land forces or airplanes. Naval boats may pass under the bridges in regular moves but not after the bridge is occupied by protected land forces. Naval boats may capture land forces on the bridge by jumping them and landing in the water on the opposite side. Should a naval piece jump a boat and land on the bridge, it must return to its square in the water.

C. Mines.—The mines are not protected by stationary pieces for the reason that they embody in themselves their own protection. Should a piece land upon a mine it must immediately be removed from the board, no matter whether it is one of the enemy mines or one of the home mines that is hit. In the same way, a mine cannot be passed over without subjecting the piece so passing to removal from the board. Thus, although the mine constitutes a protective measure, it must be avoided by both sides. The mine adds an element of interest to the game that is not found in any other game of this type, namely that, by properly forcing a play on the part of the opponent, a player may cause the opponent to land upon a mine and be thereby removed from the board.

D. Landing forces.—Marines or any other of the land forces may be transported across the water to the enemy's shore by means of any of the navel pieces except the submarines. In making such a play, the player moves up to and touches an unoccupied square on the enemy's shore with one of his boats and then immediately places the piece, which it was desired to transport across the water, on the square touched. The landing piece, however, must be taken from the reserve marines or if taken from the forces already active upon the board, the piece to be transferred must be on a shore square. Before transferring such a piece as the latter piece, however, it must first be transferred to the reserve forces from the shore square which it occupies. This transfer to the reserve forces constitutes a move.

Shifting land forces from one part of the country to another, whether on native or enemy land, may be accomplished by the aid of the navy in the following manner:

The piece to be transferred must occupy a shore square and the transport boat must touch this square and return to its square just left, causing the land piece to be returned to the reserves. The transport boat or any other boat may then touch the shore square to which the land piece is to be transferred, thus effecting the transport of the piece.

Land forces may be returned to their native country when needed at home or when hard-pressed on the enemy field, the transport boat touching the square on the shore occupied by the piece and causing it to be returned to the reserves and then, in a later turn, the piece being transferred back to the native land by touching a shore square thereon by any of the boats.

E. Retreats.—Any combatant piece outside of the fort and stationary defenses may retreat backwards, one square at a time. In

this respect a difference is made between what are strictly moves and what is known as a retreat. As has already been pointed out, none of the pieces may make a move backwards with the exception of the airplanes and submarines, which latter pieces may move backward. A piece normally entitled to more than one move may combine a retreat with a move, retreating backward one square and moving laterally or diagonally forward, if desired, the remainder of its allowed distance. Airplanes and submarines are not subject to this rule.

It is thought unnecessary to go further into detail with the playing of the game. The possibilities of interesting situations may be readily understood from a consideration of the various features of the game.

Some changes may be made in the construction and arrangement of the parts of our invention without departing from the real spirit and purpose of our invention, and it is our intention to cover by our claims, any modified forms of structure or use of mechanical equivalents, which may be reasonably included within their scope.

We claim as our invention:

1. In a game, a board representing two sections of territory separated by a section of territory of different nature and subdivided into units, some of which are designated as a plurality of stationary defenses, stationary pieces for successively occupying said stationary defenses and limited to defending said stationary defenses, and moving pieces including a plurality of pieces movable only over the territory of one nature, and a plurality of pieces movable only over the territory of different nature, the stationary pieces being empowered to capture any moving piece occupying a unit adjacent its own unit.

2. In a game, a board representing two sections of territory separated by a section of territory of different nature and subdivided into units, some of which are designated as a plurality of stationary defenses, stationary pieces for successively occupying said stationary defenses and limited to defending said stationary defenses, and moving pieces including a plurality of pieces movable only over the territory of one nature, and a plurality of pieces movable only over the territory of different nature, either type of moving piece being empowered to make captures of the other type of moving piece, when both occupy units adjacent each other on either side of a territorial division line, the stationary pieces being empowered to capture any moving piece occupying a unit adjacent its own unit.

3. In a game, a board representing two sections of territory separated by a section of territory of different nature and subdivided into units, some of which are designated as a plurality of stationary defenses, stationary pieces for successively occupying said stationary defenses and limited to defending said stationary defenses, and moving pieces including a plurality of pieces movable only over the territory of one nature, and a plurality of pieces movable only over the territory of different nature, either type of moving piece being empowered to make captures of the other type of moving piece when both occupy units adjacent each other on either side of a territorial division line.

4. In a game, a board representing two sections of territory separated by a section of territory of different nature and subdivided into units, some of which are designated as a plurality of stationary defenses, stationary pieces for successively occupying said stationary defenses and limited to defending said stationary defenses, and moving pieces including a plurality of pieces movable only over the territory of one nature, and a plurality of pieces movable only over the territory of different nature.

5. In a game, a board representing two sections of land separated by a body of water and subdivided into units, and playing pieces including a plurality of land pieces movable only over the land units, and a plurality of water pieces movable only over the water units, and a plurality of airplane pieces movable over both land and water.

6. In a game, a board representing two sections of land separated by a body of water and subdivided into units, and playing pieces including a plurality of land pieces movable only over the land units, and a plurality of water pieces movable only over the water units, some of the units being designated as mines and causing the forfeit of a moving piece landing thereon.

7. In a game, a board representing two sections of land separated by a body of water and subdivided into units, and playing pieces including a plurality of land pieces movable only over the land units, and a plurality of water pieces movable only over the water units, a unit adjacent each land body being designated as a naval base and being positioned with one side adjacent the edge of the board, and two of its sides bordered by a single row of water units, said bordering watering units also being bordered by land units.

8. In a game, a board representing two sections of land separated by a body of water and subdivided into units, and playing pieces including a plurality of land pieces movable only over the land units, and a plurality of water pieces movable only over the water units, the board being provided also with rows of water units designated as rivers dividing each land section into subsections, and of width sufficient to allow both pieces to pass thereover, one of each of said rows

of river units being designated as a bridge to allow crossing of land pieces, the water pieces being empowered also to cross said bridge from one water unit to another.

9. In a game, a board subdivided into squares, and moving pieces comprising a plurality of classes, the pieces of a particular class having numerals of varying denominations, and being empowered to move consecutively over as many units as said numerals indicate, and to change direction the same number of times, the pieces of one class being limited to certain directions of travel and the pieces of another class being empowered to travel a greater number of directions.

10. In a game, a board subdivided into squares, and moving pieces comprising a plurality of classes, the pieces of a particular class having numerals of varying denominations, and being empowered to move consecutively over as many units as said numerals indicate, some of the classes being limited as to direction of travel but empowered to retreat one unit, and another class being unlimited as to direction of travel.

11. In a game, a board representing two sections of territory separated by a section of territory of different nature all subdivided into units, some of which are designated as stationary defenses capable of being captured, stationary pieces for occupying said stationary defenses, and a plurality of moving pieces, of varying denominations, each empowered to move in a single move, over a number of units equal to its denomination, and the stationary pieces being empowered to make captures of enemy pieces occupying units adjoining the stationary defenses.

12. In a game, a board subdivided into units, some of which are designated as stationary defenses capable of being captured, stationary pieces for occupying said stationary defenses, and a plurality of moving pieces, of varying denominations, each empowered to move in a single move, over a number of units equal to its denomination, and the stationary pieces being empowered to make captures of enemy pieces occupying units adjoining the stationary defenses.

13. In a game, a board representing two sections of land separated by a body of water and subdivided into units, and playing pieces including a plurality of land pieces movable only over the land units, and a plurality of water pieces movable only over the water units, a unit adjacent each land body being designated as a naval base and being positioned with one side adjacent the edge of the board, and two of its sides bordered by a single row of water units, said water units also being bordered by land units, a unit designated as a mine and causing the forfeit of an enemy piece landing thereon, being positioned near each naval base on the side away from the land.

14. In a game, a board representing two sections of territory, separated by a section of territory of different nature, all subdivided into units, some of which are designated as stationary defenses capable of being captured, stationary pieces for occupying said stationary defenses and a plurality of moving pieces of varying denominations, each empowered to move in a single move over a number of units equal to its denomination, some of the pieces being empowered to make a single move embodying several consecutive moves of different directions.

Signed this 4 day of May, 1927, in the county of Woodbury and State of Iowa.

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