H. O. FORTUNE.

GAME APPARATUS.

APPLICATION FILED JULY 18, 1918.

1,303,874. Patented May 20, 1919.

Fig. 1.

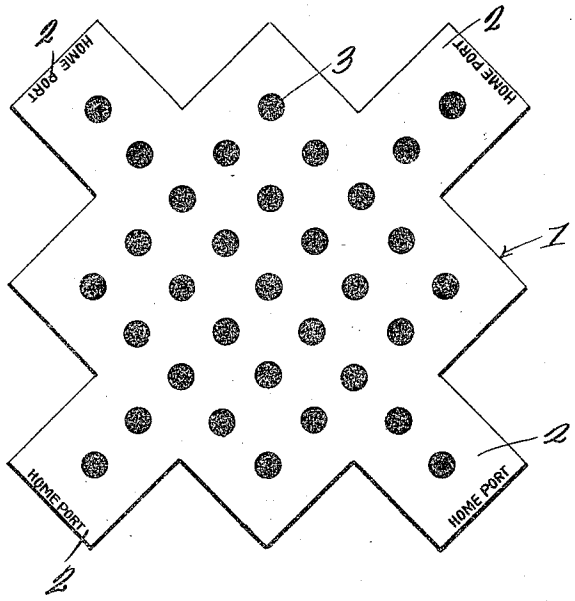
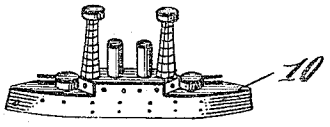


Fig. 2.



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GAME APPARATUS.

1,303,874. Specification of Letters Patent. Patented May 20, 1919.

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To all whom it may concern:

Be it known that I, HERBERT O. FORTUNE, a citizen of the United States, residing at Norfolk, in the county of Norfolk and State of Virginia, have invented certain new and useful Improvements in Game Apparatus, of which the following is a specification.

This invention relates to amusement apparatus and more particularly to games to be played by players who exercise more or less skill in the selection of possible moves and thus provide for amusement as well as mental training incidental to the playing of games where success is obtained more by skill and forethought than by luck.

The object of the invention is to provide what may be termed a sea battle game, in which playing pieces representing two fleets of battleships or dreadnaughts are employed in connection with a board having represented thereon the high seas and the home waters of the two players.

With the foregoing and other objects in view, which will appear as the description proceeds, the invention resides in the combination and arrangement of parts and in the details of construction hereinafter described and claimed, it being understood that changes in the precise embodiment of the invention herein disclosed may be made within the scope of what is claimed without departing from the spirit of the invention.

In the accompanying drawings:—

Figure 1 represents a plan view of a game board constituting a portion of this invention, and

Fig. 2 is a perspective view of one of the playing pieces used in connection with the board.

The board 1 forming a part of this invention may be of cardboard, wood, or any other suitable material and as shown is made in the form of a rectangle, with extensions 2 from each side midway the width thereof, these extensions 2 being termed the home ports of the players. The board when used for playing is arranged in the position shown in the drawings in Fig. 1 and each player sits opposite and plays his ships, fourteen of which are designed for each side of the battle. These playing pieces shown at 10 in Fig. 2, are differently colored and the spots 3 on the board, thirty-three of which are shown, represent the positions to be taken by the ships. The positions 3 nearest the side of the board on which the player sits, including two home ports, are designed to receive his playing pieces, fourteen of which are used as above stated. To set the board ready for playing, each player places his ships in the fourteen positions nearest his side of the board, including his two home ports. This leaves five unoccupied positions through the middle of the board and these positions, together with the seven on each side of them constitute the high seas. The players move alternately one piece at a time.

To sink the ship.

When two ships are moved to positions that are equally distant from and adjacent to a position occupied by opponent's ship, and when they are so maneuvered, the opponent is sunk and removed from the board. Theoretically the two ships converge fire on the one and put her out of commission. Merely two ships of equal strength in range of each other do not make a decision.

To increase the strength or efficiency of a ship.

When a ship gains entrance to an enemy home port, and takes up the last position in said port, she becomes what may be termed a super-dreadnaught, and her efficiency is increased one hundred per cent. This enables her to sink an ordinary ship by simply getting within range.

To capture a ship.

A ship is captured when three enemy ships converge on her at the same time. Captured ships after changing pieces to make the color uniform are pressed into the captor's service but must begin operations in the home waters of the captor.

To win.

To win the game, all the enemy's ships must be sunk or they must be forced to abandon the high seas by retiring within the limits of their own home waters.

If the enemy is off the high seas, but still has ships in opponent's home waters, they must be sunk, bottled up, or driven back into his own home waters before the game is ended. There are occasions, when as a result of a maneuver, the first fleet has one ship in range of two ships of the second fleet, and the second fleet has one ship in range of two

ships of the first fleet, in all such cases, the sinking is effected by the ship that makes the maneuver.

Any concentration of dreadnaughts, even though they are supported by a super-dreadnaught, does not affect the super-dreadnaught. The theory is that the dreadnaught's guns are outranged and are therefore, under all circumstances, put out of commission before they can become effective.

No two ships can be sunk at any one maneuver, and in case of a super-dreadnaught, when she comes in range of more than one dreadnaught at the same time, the dreadnaughts are sunk one at a time, that is, after the first one is sunk, the opponent is entitled to a move before the next one is sunk. Sinkings are not compulsory, but it will be found that it is almost necessary to make the position safe.

The pieces may be moved in any direction except diagonally from one position to another, and when one ship is deliberately or otherwise moved in range of two enemy ships, the enemy is entitled to a sinking and then make a move, even though the move effects another sinking.

The foregoing description and the drawings have reference to what may be considered the preferred or approved form of my invention. It is to be understood that I may make such changes in construction and arrangement and combination of parts, materials, dimensions, etc., as may prove expedient and fall within the scope of the claimed invention.

Having thus fully described my invention, what I claim as new and desire to secure by Letters Patent, is:—

An amusement device of the class described comprising a rectangular board having smaller rectangular extensions at the side edges midway the ends thereof, twenty-five spots arranged on said board positioned in rows, those of each row alining with each other, and two spots arranged in each extension, all of said spots indicating positions for the playing pieces, and fourteen playing pieces for each player to be placed on the spots at his side of the board and moved in any direction except diagonally.

In testimony whereof I affix my signature in presence of two witnesses.

HERBERT O. FORTUNE.

Witnesses:
H. C. MANN,
V. L. SYKES.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."