Aug. 7, 1962 G. S. TEBBS 3,048,404

GAME

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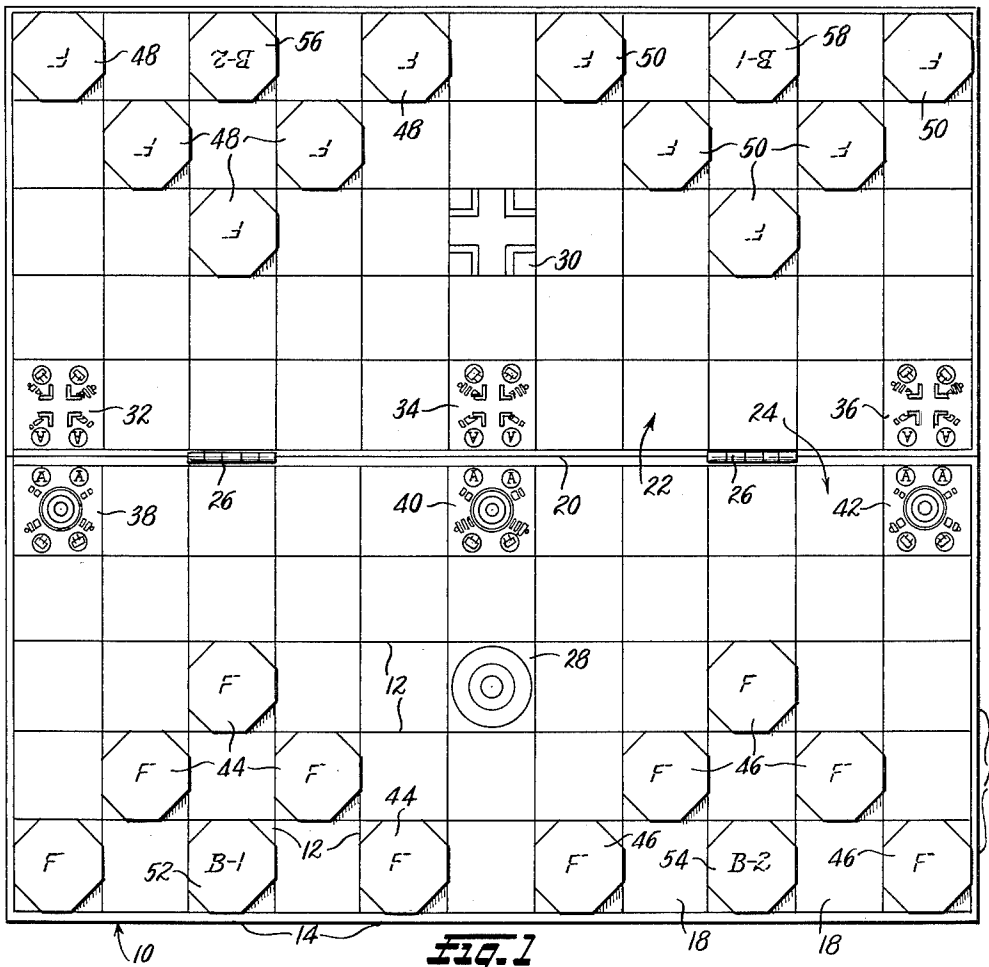


Fig. 1

Fig. 2

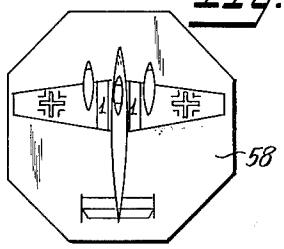


Fig. 4

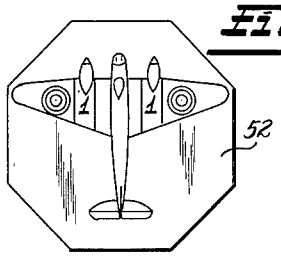


Fig. 6

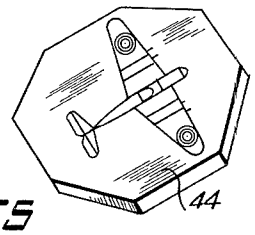


Fig. 3

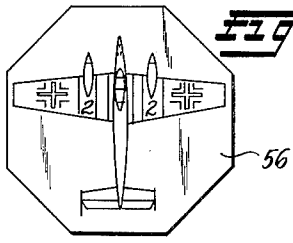
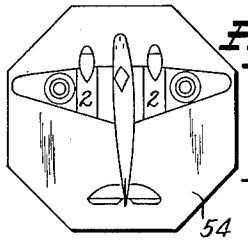


Fig. 5

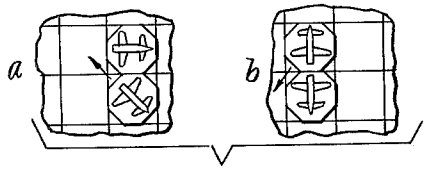


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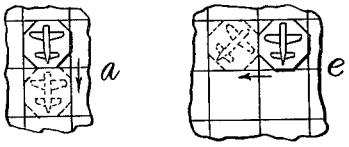
GAME

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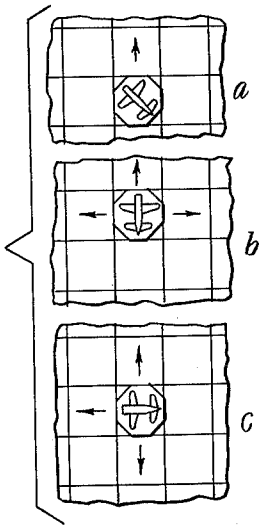
DIAGONAL MOVES BLOCKED

Fig. 14



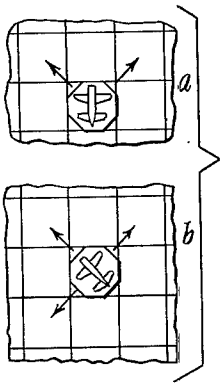
PROHIBITED BACKWARD MOVES

Fig. 15



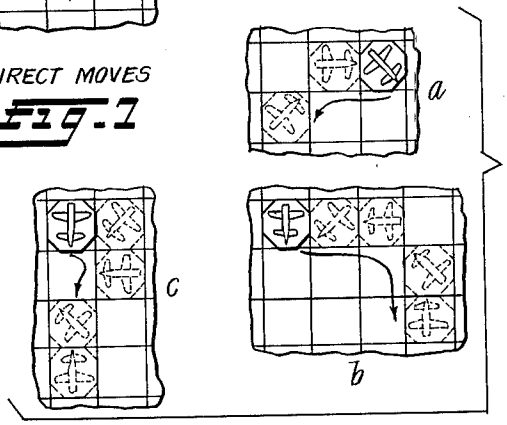
DIRECT MOVES

Fig. 1



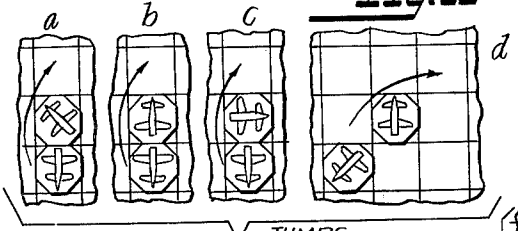
DIAGONAL MOVES

Fig. 8



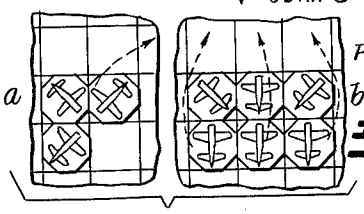
TURNS

Fig. 9



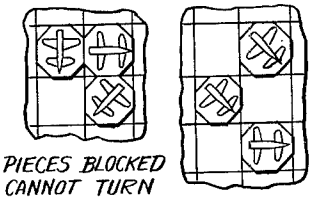
JUMPS

Fig. 10



PROHIBITED JUMPS

Fig. 16

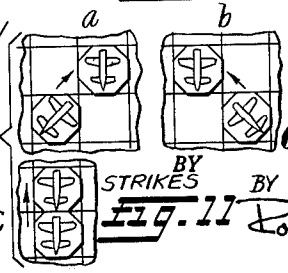


PIECES BLOCKED CANNOT TURN

Fig. 13

PIECES FREE TO TURN

Fig. 12



STRIKES

Fig. 11

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3,048,404

GAME

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1 Claim. (Cl. 273—131)

This invention relates to a game and more particularly to an improvement in games which include a game board and sets of playing pieces which are employed by opposing players.

Games like chess and checkers have been played for centuries, almost without change. In the last few decades attempts have been made to give such games a modern flavor, as by employing playing pieces which represent the implements of modern warfare. For example, it has been proposed to employ a checker-type game board together with opposing sets of pieces representing aircraft. However, prior games of this type are not realistic, because they have been influenced too greatly by the formal rules of checkers, in which pieces are removed by jumping and in which the movements of pieces are so restricted that it is impossible to simulate aircraft maneuvers. Consequently, the playing of such games does not differ sufficiently from playing the game of checkers, and the interest of players motivated by the desire to carry out aeronautical strategy is not sustained.

The present invention differs significantly from prior games in the employment of pieces having indicia representing actual aircraft and constructed so that the pieces may be turned in moving, thereby to change the heading of the aircraft indicia. By virtue of the foregoing features, rules of play may be formulated which permit maneuvers more closely simulating actual aircraft maneuvers than has been possible in any prior game, and yet which permit the use of the pieces in conjunction with a simple game board of the checker board type. It is accordingly a principal object of the invention to provide an improved game as aforesaid.

More specifically, it is characteristic of the invention that its construction permits an aircraft piece associated with one player to have its heading directed toward the rear of a piece associated with an opposing player so that the last-mentioned piece may be "shot down," and it is another object of the invention to provide such a game.

A further object of the invention is to provide a game of the foregoing type in which predetermined target and anti-aircraft zones are marked on the game board and in which provision is made for defining predetermined aircraft formations on the board at the start of the game.

Yet another object of the invention is to provide a game of the foregoing type in which the pieces may move forward, a sideward, and diagonally, and at the same time execute turning movements to a predetermined degree.

Still another object of the invention is to provide a game of the foregoing type in which the ability of pieces to turn in moving or to accomplish certain movements is determined by their structural relationship to adjacent pieces.

The foregoing and other objects, advantages and features of the invention will become more readily apparent upon consideration of the following detailed description of the invention when taken in conjunction with the accompanying drawings, which illustrate a preferred and exemplary embodiment, and wherein:

FIGURE 1 is a plan view of a game board employed in the invention and illustrates the placement of playing pieces at the start of the game;

FIGURES 2–6 are views of playing pieces of the invention and illustrate different aircraft indicia;

FIGURES 7–12 are diagrams illustrating playing piece moves which are permitted; and

FIGURES 13–16 are diagrams illustrating playing piece moves which are prohibited.

Briefly stated, the game of the invention employs a game board having orthogonal columns and rows of rectangular spaces on one surface of the board, the board being divided into two political areas, each area having spaces characteristically marked to identify target zones and anti-aircraft zones associated with the respective areas. Each area also is marked to locate playing pieces in aircraft formations which are established at the start of the game. The playing pieces have aircraft indicia which are distinguishably characterized in accordance with the associated political areas, and the pieces are octagonal in shape so that four of the sides of each piece may be made parallel to the respective sides of an occupied space, the remaining four sides being made parallel to an occupied space when the piece is turned 45° to change the heading of its aircraft indicia.

Referring to FIGURE 1 of the drawings, a flat rectangular game board **10** of a suitable stiff material, such as wood, plastic or heavy fiberboard, has one surface thereof marked by a grid of orthogonal lines **12** to form orthogonal columns **14** and rows **16** of square spaces **18**. In the preferred form, there are ten spaces in each column and eleven spaces in each row, making a total of 110 spaces. The board is divided by a medial line **20** into two political areas **22** and **24**, each area having eleven columns and five rows of spaces. For convenience, the dividing line may be constituted by an actual separation between the board parts on which the respective areas are marked, and the board parts may be connected by suitable hinges **26** so that the game board may be folded.

Each of the political areas has a centrally located space **28**, **30**, respectively, characteristically marked to identify a home base or target zone associated therewith. As shown, the political area insignia have been chosen as those of Germany and Great Britain.

Each political area has a space at the center and at each end of the row contiguous to the medial line **20** characteristically marked to identify anti-aircraft zones associated therewith. These spaces have been designated by reference characters **32**, **34**, and **36** for the German area and by reference characters **38**, **40**, and **42** for the British area. It will be noted that the indicia for the anti-aircraft zones include anti-aircraft armament symbols as well as the insignia of the respective areas.

Each political area also has spaces marked to define a triangular formation of six spaces on each side of the associated target zone, with the base of each formation located at the row most remote from the medial line and with the apex of each formation located in the same row as the associated target zone. These spaces are identified by the indicia F or B and are intended to receive playing pieces and thereby define corresponding formations of playing pieces at the start of the game. In FIGURE 1 the playing pieces over the symbols F have been designated by reference characters **44** and **46** associated with the British area and by reference characters **48** and **50** associated with the German area. Similarly, the pieces located over the B symbols have been designated by reference characters **52** and **54** associated with the British area and by reference characters **56** and **58** associated with the German area.

The playing pieces have an octagonal perimeter and, as can be seen in FIGURE 6, are flat. They may be formed from a plastic material and provided with an indicia overlay. The pieces associated with symobls F on the game board are fighter aircraft pieces, and the pieces associated with the symbols B on the game board

are bomber or fighter-bomber aircraft pieces. FIGURES 2–6 illustrate the aircraft indicia of the pieces which characterize the pieces in the foregoing manner. FIGURES 2 and 3 illustrate fighter-bomber pieces 56 and 58 associated with the German area, and FIGURES 4 and 5 illustrate the fighter-bomber pieces 52 and 54 associated with the British area. FIGURE 6 illustrates a typical fighter piece 44 associated with the British area, the fighter pieces associated with the German area being suitably characterized in a similar manner. Typically, one British aircraft formation or group may include spitfire fighters and a mosquito fighter-bomber, and the other British aircraft group may include hurricane fighters and a mosquito fighter-bomber. One German group may include ME–109G fighters and an ME–110 fighter-bomber, and the other German group may include FW–190 fighters and an ME–110 fighter-bomber.

The provision of two aircraft formations associated with each political area permits two players to manipulate the pieces of each side as partners or independently and affords more variations in play by single players as well. Each aircraft group includes five fighter pieces, which define the sides of the triangular formation, and a fighter-bomber piece which is located at the center of the base of the formation. Fighter pieces are located in adjacent diagonally disposed spaces, and the bomber pieces are separated by empty spaces from adjacent fighter pieces located at the base of the formation. An empty space is also provided at the center of the formation as shown.

There are thus twenty-four playing pieces in the game, twelve on each side. Each side has ten fighters and two fighter-bombers, making a total of twenty fighter and four figihter-bomber pieces in the game. The playing pieces are assigned values in terms of points. The fighter pieces may represent twenty points each and the bomber pieces 100 points each. Each side thus has pieces totaling 400 points.

The object of the game is to score the maximum number of points. If a bomber is maneuvered to its target zone objective in enemy territory, that is the target zone associated with the opposing political area, a strike on the opponent's target zone is scored. This represents 400 points to the side having the attacking bomber and ends the game. It will be noted that the point value of a strike on a target zone is equal to the total value in points of all of the pieces of the attacking air force. At the same time that each player attempts to manuever a bomber to its objective, he must defend his home base, that is, his own target zone. This is done by placing his own aircraft pieces in a position to prevent a strike on his target zone and by eliminating the opponent's aircraft, particularly the bomber. The elimination of the opponent's aircraft is accomplished by maneuvering his own aircraft to a position aimed at the rear of the opponent's aircraft, as in actual air combat.

Both fighter pieces and fighter-bomber pieces may be employed in "shooting down" enemy aircraft, but only the bombers may score by striking the enermy target zone. Hence, if one side loses both of its bombers, it loses all of its offensive striking power with respect to the enemy target zone, but it is still possible to win the game if the enemy bombers can be eliminated. In this event, neither side has bombers, and the game continues until one side loses its fighters or until a certain number of points is scored. Because of the value of the bomber pieces, each side should attempt to provide "fighter protection."

To play the game, each player places his pieces on the proper formation spaces of the board, that is, fighter pieces over the spaces marked F and bomber pieces over the spaces marked B–1 or B–2. Each player will of course have pieces with insignia corresponding to the political area represented. The formations of the aircraft at the start of the game are as shown in FIGURE 1, and all of the aircraft indicia are arranged with their heading directed toward the medial line 20 of the board.

The players move their pieces alternately, one piece at a time, and the pieces may be moved along the rows or columns or diagonally, to adjacent vacant spaces. FIGURE 7 illustrates what may be termed direct moves, that is, along the columns or rows of spaces. In FIGURE 7*a* the pieces is shown moving in the direction of a column, but its heading is at an angle to the direction of movement by virtue of a previous turn, in a manner to be described. FIGURE 7*b* illustrates the same movement with the heading of the aircraft indicia along the direction of movement and also illustrates alternative movements along a row, in which the aircraft is side-slipped to an adjacent space. FIGURE 7*c* illustrates movements like those in FIGURE 7*b* but with the heading of the aircraft at 90° with respect to the heading of the latter figure.

FIGURE 8 illustrates diagonal movements with different aircraft headings. In FIGURE 8*a* the heading is along a column, while in FIGURE 8*b* the heading is diagonal.

The pieces may be turned in steps of 45° while moving to a vacant adjacent space, but may not remain in place while turning. The 45° steps are readily determined because of the octagonal shape of the pieces, and each step will simply bring a new set of four piece sides into parallelism with corresponding side lines of an occupied space. FIGURE 9*a* illustrates a 90° turn executed in two steps. FIGURE 9*b* illustrates a 180° turn executed in four steps. An alternative 180° turn is illustrated in FIGURE 9*c*.

Pieces may also be jumped over adjacent pieces either directly or diagonally when a vacant space is available on the opposite side of the jumped piece on the line of movement. In jumping, the jumping piece must face toward the space which is to receive it, and the piece that is being jumped must not have a component of its heading in the same direction as the heading of the jumping piece. FIGURES 10*a*–10*d* illustrate permissible jumps. A 45° turn may be combined with a jump unless turning is prevented as will be described.

FIGURE 11 illustrates the manner in which enemy aircraft are eliminated. When a piece of one side has its heading directed toward a piece of the opposing side in an adjacent space, either directly from the rear or at 45° from the rear, the opposing aircraft is "shot down" and is removed from the game. The removed pieces represent points won by the attacking side. FIGURE 11*a* represents a strike directly from the rear, and FIGS. 11*b* and 11*c* represent strikes at 45° from the rear.

Pieces are free to turn only when the turning movement is not blocked by a piece in an adjacent space. If the adjacent piece is in a diagonally adjacent space, as shown in FIGURE 12, there is no restriction upon turning. However, if the adjacent piece is in the same row or column, as shown in FIGURE 13, turning movement is blocked. Blocking is indicated by the juxtaposition of the adjacent sides of the playing pieces as shown. Similarly, diagonal moves are blocked when adjacent pieces have their opposed sides in juxtaposition as shown in FIGURE 14*a* and FIGURE 14*b*.

Backward movement of aircraft pieces, that is, movement backward with respect to the heading direction of the aircraft indicia, is prohibited. FIGURE 15*a* indicates a backward movement in the direction of a column. FIGURE 15*h* indicates a similar movement with a different aircraft heading. FIGURES 15*b*, 15*d*, and 15*f* represent backward movements diagonal to the board. FIGURE 15*g* represents a backward movement in the direction of a row. FIGURES 15*c* and 15*e* represent movements which become backward by virtue of a turn accomplished in the movement. In the absence of the turn these moves would be permissible, as would be true if the turn had been in the opposite sense.

FIGURES 16*a* and 16*b* represent jumps which are prohibited. The jump in FIGURE 16*a* is prohibited because of the rule against diagonal movement when pieces are blocked as in FIGURE 14. The jumps in FIGURE

16*b* are prohibited, because a piece can never be jumped from the rear or from a rearward direction. In other words, it is not possible to overtake and pass a piece.

When a piece moves into an anti-aircraft zone with enemy insignia, the piece is removed from the game, scoring points for the political area associated with the zone. Anti-aircraft zones may be occupied by friendly aircraft with no effect. Likewise, a jump over a piece occupying an enemy anti-aircraft zone has no effect.

A strike upon a target zone is scored when an opposing bomber occupies the target zone space. Jumps over a piece occupying such a space do not constitute a strike. Likewise, the occupation of such a space by an opposing fighter does not constitute as a strike.

From the foregoing description of the game, it will be apparent that a wide variety of aircraft maneuvers is possible, and that the movement of the game pieces is not limited to direct or diagonal movements but may include turning movements, so that the heading of the aircraft indicia on a piece may be changed. The latter movements afford a degree of realism in maneuvering and strategy which is unobtainable with prior games. This feature of the invention is attributable to the use of aircraft pieces which permit turns in definite steps and which clearly define when turns are permissible, as well as diagonal moves.

While a preferred embodiment of the invention has been shown and described, it will be apparent to those skilled in the art that changes can be made in this embodiment without departing from the principles and spirit of the invention, the scope of which is defined in the appended claim. Accordingly, the foregoing embodiment is to be considered illustrative, rather than restrictive of the invention, and those modifications which come within the meaning and range of equivalency of the claim are to be included therein.

The invention claimed is:

An air warfare game comprising in combination, a flat game board of rectangular shape having a grid of orthogonal lines marked on one surface thereof and arranged to define orthogonl columns and rows or square spaces, with ten spaces in each column and eleven spaces in each row, said board being separated into two parts, a pair of hinges connecting one board part with the other board part, the hinged portion of the board forming a medial line

dividing said spaces into two political areas, each of said areas having a centrally located space characteristicllly marked to identify a distinguishable target zone, each of said areas having a space at the center and at each end of the row contiguous to said medial line characteristically marked to identify anti-aircraft zones, each of said areas having spaces marked to define a triangular formation of six spaces on each side of the target zone with the base of each formation located in the row most remote from said medial line and with the apex of each formation in the same row as the target zone, a plurality of playing pieces, each of said formation spaces being occupied by a playing piece at the start of the game, five of the pieces in each formation having indicia representing fighter aircraft and being arranged to define the sides of the associated formation, the sixth piece in each formation having indicia representing a bomber aircraft and being located centrally of the base of the associated formation, said aircraft indicia being distinguishably characterized in accordance with the associated political area, said playing pieces being octagonal in shape so that the aircraft indicia heading may be changed in intervals of 45° relative to the square space occupied by the playing piece, the bomber pieces of each political area being movable from space to space to the target zone of the other political area to score points, the bomber and fighter pieces of each political area being removed from the game board upon occupying the anti-aircraft zones of the other political area, and the fighter and bomber pieces of one political area being removed from the game when a piece of the other political area has its aircraft indicia heading aimed at the aircraft indicia of the piece of said one political area either directly from the rear or 45° from the rear.

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