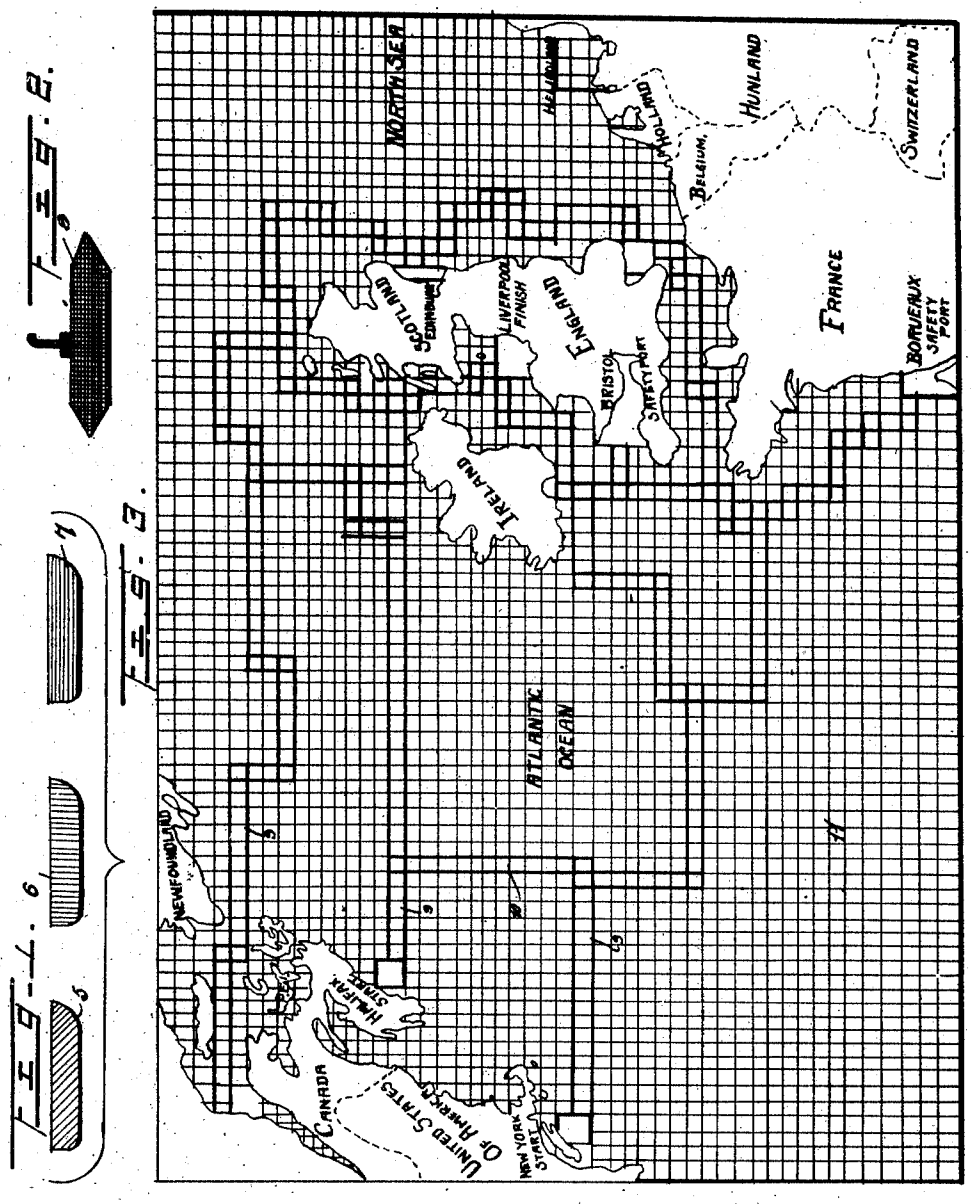
L. D. HUDON.

GAME APPARATUS.

APPLICATION FILED OCT. 1, 1918.

1,367,261. Patented Feb. 1, 1921.



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GAME APPARATUS.

1,367,261. Specification of Letters Patent. Patented Feb. 1, 1921.

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To all whom it may concern:

Be it known that I, LOUIS D. HUDON, a subject of the King of Great Britain, residing at Ellis Bay, Anticosti Island, Province of Quebec, and Dominion of Canada, have invented certain new and useful Improvements in Game Apparatus; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

This invention relates to improvements in game apparatus.

An important object of this invention is to provide a game apparatus adapted to provide amusement for both young and old.

A further object of the invention is to provide a game apparatus wherein mock combats between ocean vessels and submarines are staged.

A further object of the invention is to provide a game of the character described, which is cheap to manufacture and desirable in use.

A further object of the invention is to provide a game of the character described which by virtue of its cheapness of manufacture and desirability in use, will meet with commercial success when placed upon the market.

Other objects and advantages of the invention will be apparent during the course of the following description.

In the accompanying drawing forming a part of this specification, and in which like numerals are employed to designate like parts throughout the same,

Figure 1 is a view of a number of ocean plying vessels of different tonnage,

Fig. 2 is a view of a submarine,

Fig. 3 is a view representing the Atlantic Ocean and the point of departure of the merchant vessels and their destination, and also the point of departure or base of the submarine.

In the drawing, wherein for the purpose of illustration is shown the preferred embodiment of my invention, the numeral 5 designates a twenty-five thousand ton merchant vessel whose point of departure is New York and whose destination is London.

The numeral 6 designates a fifteen thousand ton merchant vessel plying between Halifax and Liverpool.

The numeral 7 designates a ten thousand ton merchant vessel plying between Quebec and Edinburgh.

The numeral 8 designates a submarine or U-boat whose point of departure or base is Helgoland, and whose duty is to destroy the merchant vessels plying between American and European ports.

In plying the ocean, the transatlantic vessels are restricted to the lane designated by the numeral 9. The transatlantic lanes communicate through the medium of longitudinal lanes 10. As shown, the ocean is marked out in a series of squares through which the lanes 9 and 10 pass. The submarine in departing from Helgoland travels on any of the sections 11, and may also travel in any of the lanes 9 and 10.

In playing the game, the merchant vessels are positioned on the American side of the Atlantic, while the submarine or submarines are positioned at Helgoland. The players of the game toss dice to ascertain who shall be the directors of the movement of the merchant vessels and submarines. The merchant vessels will be the first to depart from port. The player to start the game again throws the dice, and should he throw some number, such as 11, he will move any of the merchant vessels an equal number of sections along the restricted lanes. It is now the turn of the submarine to throw the dice, and should he throw some number such as 7, he will move seven sections out into the sea. At each move, the submarine is supposed to approach the merchant vessels plying in the restricted lanes. At each move of the player having charge of the merchant vessel, he endeavors to safely cross the Atlantic without encountering a U-boat. Upon maneuvering the submarine out into the sea should the player having charge of the submarine throw a number which should bring his vessel upon a square or section occupied by a merchant ship, the merchant ship is torpedoed or sunk.

Should the player having charge of the merchant vessel throw a number which would bring him to or beyond a submarine which may happen to be in the restricted lane, the submarine is rammed and sent to the bottom, as is usual when merchant vessels encounter submarines.

Should a merchant vessel be too hard pressed by a submarine, it may seek refuge in the port Brussels, Bordeaux, Liverpool, London or Edinburgh, by way of any of the restricted lanes.

Should a submarine succeed in sinking

fifty thousand tons of merchant shipping, the submarine is victorious. Should the player having charge of the merchant vessel get fifty thousand tons safely into port, the game is a draw. The submarine must sink over fifty thousand tons of merchant shipping to win the game.

In the course of their travels, the boats or submarines may go either forward or backward.

Upon the player having charge of the boat safely maneuvering a vessel to its destination, he is entitled to an additional throw of the dice.

When a boat has been torpedoed or a submarine rammed it is taken out for the rest of the game.

In the use of my invention, it will be apparent that the same is extremely desirable in use and possessed of qualities which will make it commercially and socially desirable.

Having thus described my invention, what I claim is:

1. A game comprising a board having a map printed thereon, said map showing an ocean and coastal cities, the portion of the map representing the ocean being marked off into squares, said portion also having shipping lanes marked thereon along certain lines of the squares and starting and ending at the coastal cities, the shipping lanes indicating the routes which may be taken by certain game pieces to be moved over the board while other game pieces may travel along any of the lines of squares.

2. A game comprising a game board having a map printed thereon, said map showing an ocean and coastal cities, the portion of the board representing the ocean being divided into squares over any of which certain game pieces may be moved in any direction, said portion of the board having outlined thereon the shipping lanes along which other game pieces must travel from one city to another, in combination with game pieces representing ships for movement along the shipping lanes, and game pieces representing submarines for movement over any of the squares longitudinally and transversely of the game board.

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

LOUIS D. HUDON.

Witnesses:
J. C. HIBERT,
J. RACINE.