March 8, 1955 R. W. MOYER 2,703,713

GAME BOARD APPARATUS

Filed June 18, 1951 4 Sheets-Sheet 1

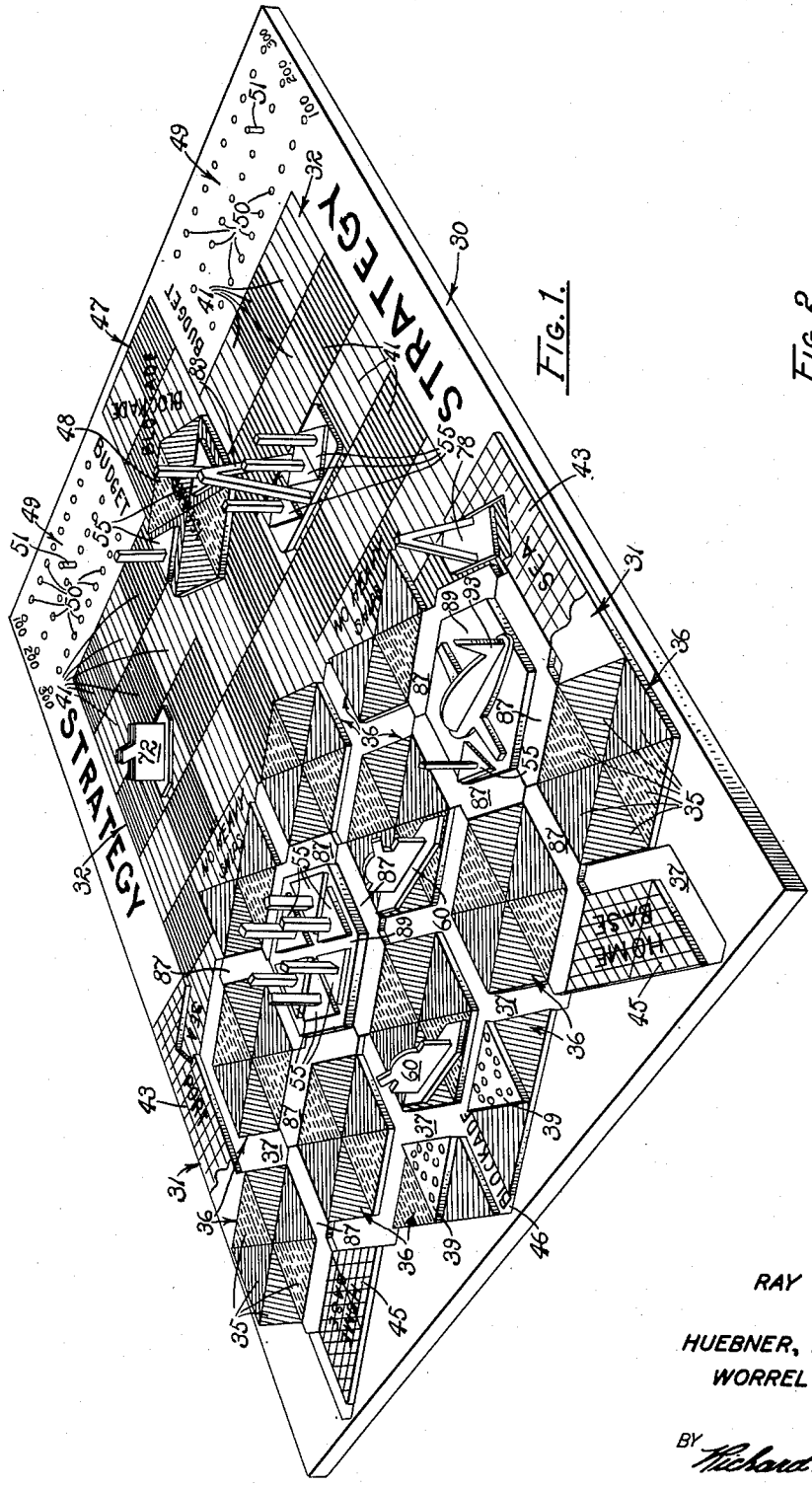


FIG. 1.

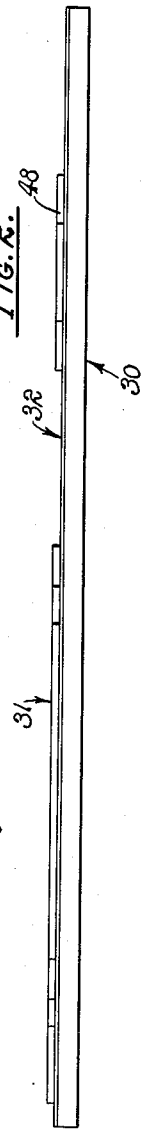


FIG. 2.

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WORREL & HERZIG
ATTORNEYS

BY Richard M. Knell

March 8, 1955 R. W. MOYER 2,703,713

GAME BOARD APPARATUS

Filed June 18, 1951 4 Sheets-Sheet 2

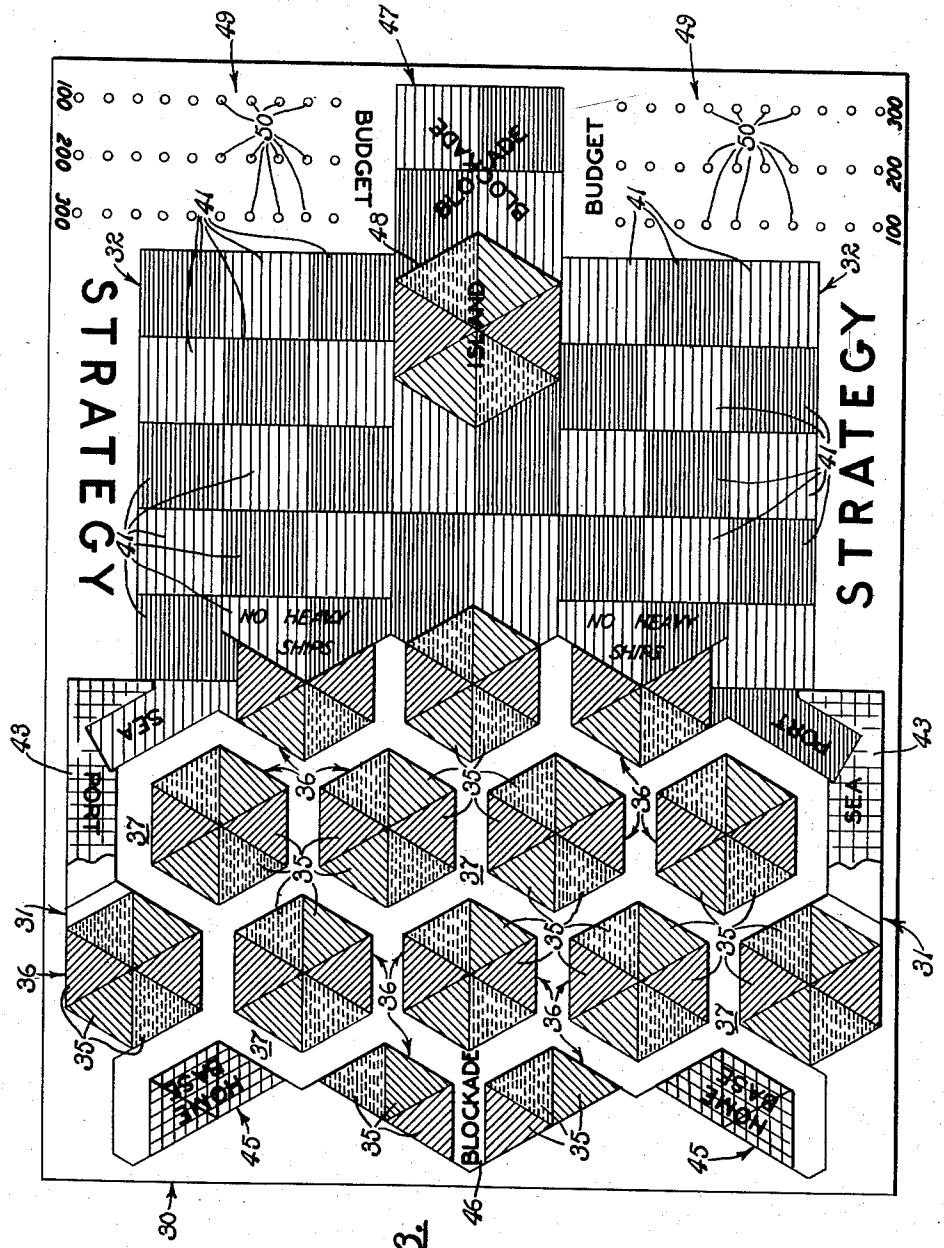


FIG. 3.

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GAME BOARD APPARATUS

Filed June 18, 1951 4 Sheets-Sheet 3

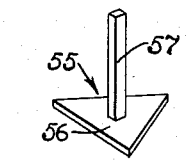


FIG. 4.

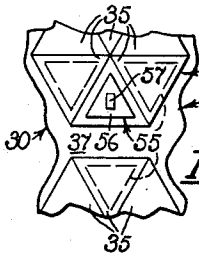


FIG. 5.

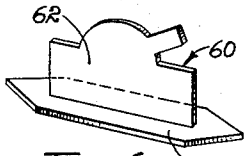


FIG. 6.

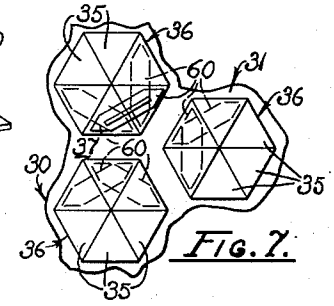


FIG. 7.

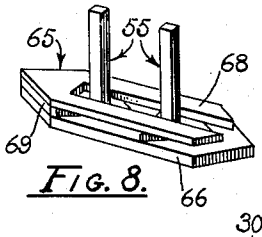


FIG. 8.

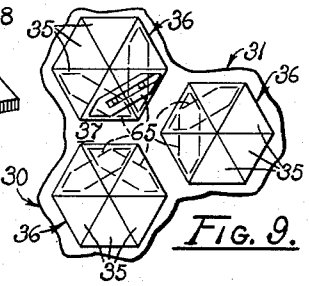


FIG. 9.

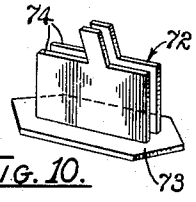


FIG. 10.

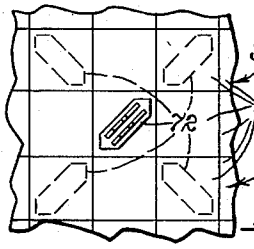


FIG. 11.

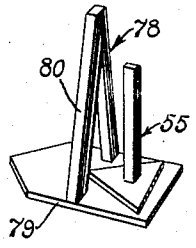


FIG. 12.

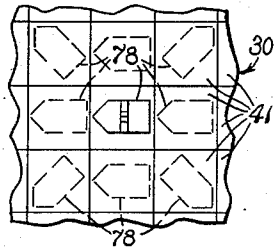


FIG. 13.

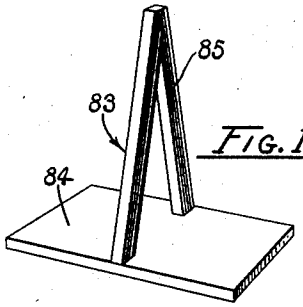


FIG. 14.

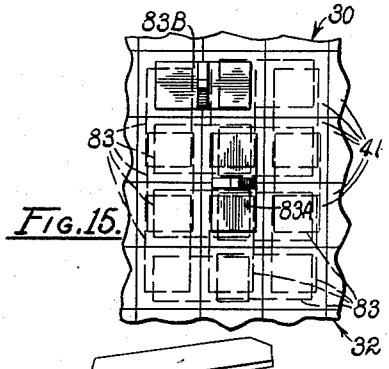


FIG. 15.

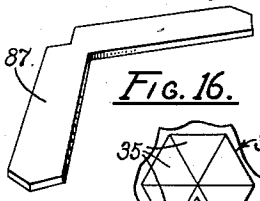


FIG. 16.

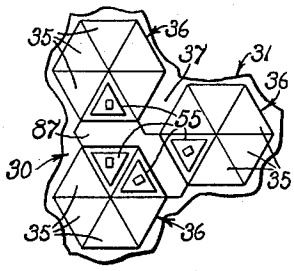


FIG. 17.

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GAME BOARD APPARATUS

Filed June 18, 1951 4 Sheets-Sheet 4

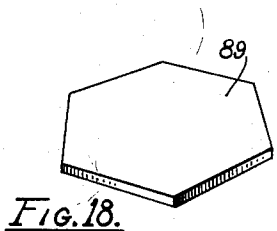


FIG. 18.

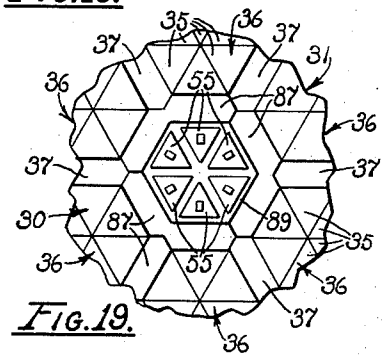


FIG. 19.

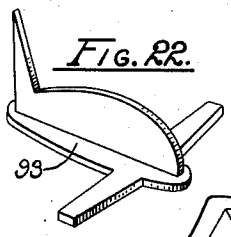


FIG. 22.

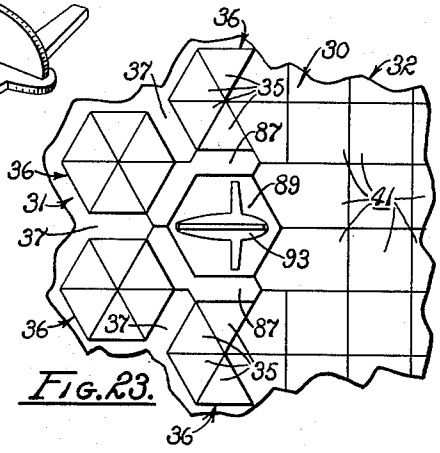


FIG. 23.

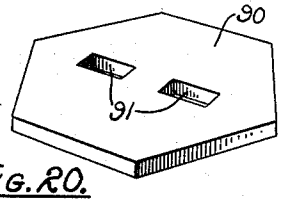


FIG. 20.

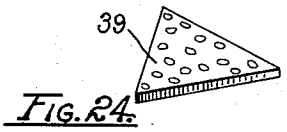


FIG. 24.

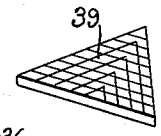


FIG. 25.

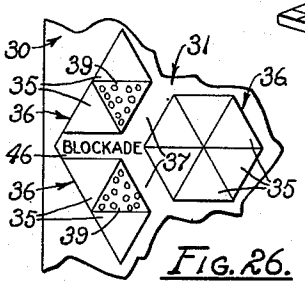


FIG. 26.

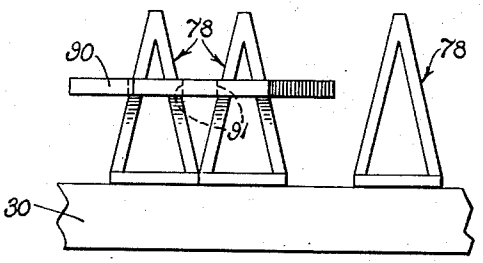


FIG. 21.

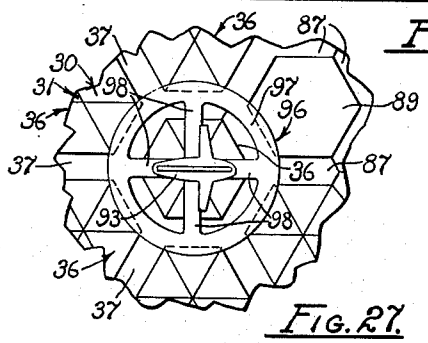


FIG. 27.

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United States Patent Office 2,703,713 Patented Mar. 8, 1955

2,703,713

GAME BOARD APPARATUS

Ray W. Moyer, Fresno, Calif.

Application June 18, 1951, Serial No. 232,124

16 Claims. (Cl. 273—131)

The present invention relates to games of skill and more particularly to a simulated war game apparatus in which the hazards of chance are minimized by player choice, selection, planning, and strategy. As many of the complexities of modern warfare are simulated in the game as practical without exceeding appropriate requirements of memory, understanding, and skill of a social contest.

The general class of war games to which the subject invention relates is characterized by the well-known game of chess. Although chess is of prehistoric origin, antiquity does not hide its military basis. Its employment of kings, queens, bishops, knights, castles, and pawns having individual characteristic movement about on a checker board playing field of 64 squares clearly identifies the warfare simulated as archaic. In spite of the obsolete character of the warfare represented, chess has remained popular through the centuries and is modernly known in every civilized country of the world in substantially identical form.

It is an object of the present invention to provide an improved simulated war game in which various obsolete characteristics of warfare are eliminated and their modern day counterparts incorporated.

Another object is to provide a simulated war game apparatus in which playing pieces are movable over a playing field representative of the wide areas of military conflict involved in modern warfare; i. e. mountainous regions, plains, sea areas, and the like.

Another object is to provide a simulated war game in which the economic factors of modern warfare find a counterpart.

Another object is to provide a game in which is provided a plurality of goals or objectives, the attaining of any one of which signifies victory for the player attaining the goal.

Another object is to provide a game in which players have a wide variety of playing responsibilities as for example responsibilities similar to those of economic and manpower directors, army generals, navy admirals, air force generals, and the like.

Another object is to provide a board constituting a playing field for movable pieces in a game which is divided into a plurality of tracts including playing spaces of predetermined shape and ordered arrangement unique to their respective tracts.

Another object is to provide in combination with a playing board of the character described in the preceding paragraph, playing pieces which by the shape of portions thereof identify the tract constituting their area of play and by shapes of portions thereof, their movement characteristics in relation to their playing spaces.

Another object is to provide, in a game employing a board constituting a playing field, a plurality of types of playing pieces any or all of a given type of which may be concurrently moved a single step during a single play.

Another object is to provide a plurality of playing pieces in a game of the character described in which by combining predetermined types of pieces the combined pieces are movable unitarily.

Another object is to provide a plurality of individually movable playing pieces which are associable in order to acquire additional movement capabilities.

Another object is effectively to simulate modern day warfare instrumentalities in a simulated war game; such as movable and immovable pieces, communication lines, army units, minor and major mechanized or tank units,

cargo ships, minor and major fighting air craft, superbombs simulating atom bombs and hydrogen bombs, blockade areas, neutral land areas obtainable by conquest, budgets, and the like.

Another object is to provide a game in which the handicapping of participants for competitive purposes is conveniently accomplished.

Other objects and advantages are to provide improved elements and combinations of elements in a simulated war game apparatus of the character and for the purposes set forth.

Other objects and advantages will become apparent in the subsequent description in the specification.

In the drawings:

Fig. 1 is a perspective view of a game board embodying principles of the present invention and showing thereon a variety of playing pieces and areas subsequently illustrated in greater particularity.

Fig. 2 is an edge elevation of the board shown in Fig. 1.

Fig. 3 is a plan view of the playing board of Figs. 1 and 2.

Fig. 4 is a perspective view of an army unit playing piece.

Fig. 5 is a fragmentary plan view of a land tract of the playing board showing an army unit thereon and illustrating typical movements thereof.

Fig. 6 is a perspective view of a mechanized unit, or light tank, playing piece.

Fig. 7 is a fragmentary plan view of a portion of the land tract of the playing board illustrating characteristic movements of the minor mechanized unit playing piece thereon.

Fig. 8 is a perspective view of a major mechanized unit, or heavy tank, playing piece showing a plurality of army unit playing pieces releasably mounted therein.

Fig. 9 is a fragmentary plan view of the land tract of the playing board illustrating characteristic moves of the major mechanized unit playing piece.

Fig. 10 is a perspective view of a cargo ship playing piece.

Fig. 11 is a fragmentary plan view of a sea tract of the playing board illustrating characteristic movements of a cargo ship playing piece shown thereon.

Fig. 12 is a perspective view of a minor fighting ship playing piece constituting a counterpart for destroyer escorts, destroyers, light cruisers, and the like occupied by a manpower unit.

Fig. 13 is a fragmentary plan view of the seat tract illustrating characteristic moves of a minor fighting ship playing piece shown thereon.

Fig. 14 is a perspective view of a major fighting ship playing piece constituting a counterpart for battleships, heavy cruisers, and the like.

Fig. 15 is a fragmentary plan view of the sea tract illustrating characteristic movements of the major fighting ship playing piece shown thereon.

Fig. 16 is a perspective view of a communication line playing piece.

Fig. 17 is a fragmentary plan view of the land tract showing the employment of a communication line playing piece made possible by the occupation of adjacent portions of the land tract by army unit playing pieces.

Fig. 18 is a perspective view of a land base playing piece.

Fig. 19 is a fragmentary plan view of the land tract showing the employment of a land base playing piece made possible by arrangement of communication line playing pieces in circumscribing relation thereto.

Fig. 20 is a perspective view of a sea base playing piece.

Fig. 21 is an elevation of a combined sea base playing piece and a pair of minor fighting ship playing pieces arranged in supporting relation thereto and accompanied by a third minor fighting ship playing piece required as an escort for certain types of play.

Fig. 22 is a perspective view of an aircraft playing piece.

Fig. 23 is a fragmentary plan view of the sea tract and land tract showing the employment of a land base and communication lines thereon making possible the use of an aircraft playing piece.

Fig. 24 is a perspective view of a removable land plat

positionable for the duration of a game on a selected portion of the land tract.

Fig. 25 is a perspective view of the reverse side of the removable land plat from that shown in Fig. 24.

Fig. 26 is a fragmentary plan view of the land tract demonstrating employment of a pair of plats shown in Fig. 24 thereon.

Fig. 27 is a fragmentary plan view of the land tract fragmentarily showing a base playing piece thereon, an aircraft playing piece, and a superbomb playing piece.

Referring in greater detail to the drawings:

While a single embodiment of the subject invention is illustrated in the drawings and that embodiment subsequently described herein as involving land areas, sea areas, bases, weapons and other appurtenances to modern warfare, it is to be understood that in its broader aspect the subject invention is not limited to the representation or simulation of the specific elements of the game inasmuch as playing pieces simulating other appropriate weapons and the like are comprehended within the scope of the invention. Much of the interest of the game lies in the selective purchase of the tools of warfare and the strategic and tactical positioning and movement thereof for attack and defense purposes. Although a specific form of the game is described in detail, it will be obvious that various modifications may be made therein to simplify or to increase the complexity of the contest as the ability of players may require. Further, although the game is described as played by a pair of contestants, the number of contestants is not fixed and any greater number within reasonable limits may be accommodated by forming teams or by arbitrarily designating additional bases from which to operate by the employment of the removable plats shown in Figs. 24 and 25.

A board constituting a playing field for the game of the present invention is indicated generally at **30**. The playing area of the board is divided into a pair of contiguous tracts **31** and **32**. The track **31** is representative of land terrain and for descriptive convenience is referred to herein as a "land tract." The tract **32** is representative of seascape (or sea area) and for descriptive convenience is referred to as a "sea tract."

The land track **31** includes a plurality of equilateral triangular plats **35** which are preferably raised on the board **30** and conveniently formed by gluing or otherwise affixing triangular members of sheet material thereto. For reasons soon to become apparent, the plats are preferably approximately one-sixteenth of an inch thick. The plats are grouped in hexagonal and fractohexagonal areas **36** each consisting of a plurality of laterally adjacent triangular plats each of which has a corner contiguous with a corner of every other plat of its respective area. It will be obvious that any desired number of areas may be employed. Fractohexagonal areas are utilized adjacent to an end of the board, if desired. Space on the board **30** adjacent to the land tract **31** not occupied by land areas may conveniently be utilized for game instructions, not shown. The adjacent plats **35** of each area **36** are of visually distinguishable color or shading, diametrically opposite plats of each area of the same color or shading, and adjacent plats of adjacent areas of the same color or shading. The areas are arranged in adjacent spaced relation with adjacent sides of adjacent plats of adjacent areas in parallel spaced relation defining a receiving channel **37** therebetween.

Movable plats **39** of the same size and shape as the plats **35** are shown in Figs. 1, 24 and 25. The movable plats are mottled or otherwise distinguishably designated on one side to represent mountainous terrain and cross-hatched on the opposite side to represent an industrial site. As subsequently described, the use of the movable plats **39** is agreed to by the players before the game begins.

The sea tract **32** consists of a plurality of substantially square zones **41** arranged in checkerboard relation in longitudinal and transverse alignment. The zones adjacent to the land tract are of slightly modified shape to fit the edge of the land tract and provide convenient movement between the tracts of certain playing pieces qualified to accomplish such movement. Longitudinally and transversely adjacent zones are of distinguishable color or shading and the diagonally adjacent zones of the same color or shading.

In addition to the plats **35**, the land tract **31** also includes a pair of seaport plats **43** at opposite sides of the board. The seaport plats are adjacent to the sea tract **32** and a seaport constituted by each plat and the portion of the sea tract immediately adjacent thereto.

A pair of spaced home bases **45** are indicated on areas **36** of the land tract preferably adjacent to opposite sides of the board **30**. The home bases conveniently comprise three adjacent plats of a single land area and represent a starting point for the initiation of play by a player and a goal for an opponent. Unlike chess, wherein the game is terminated by checkmating a movable piece called the king, the game of the present invention is terminated by the occupation of either an opponent's home base or seaport in a manner subsequently particularized.

As an attribute of modern warfare, a portion of the channel **37** in a predetermined position, as at **46**, is designated as a blockade area and four mutually adjacent zones **47** in the sea tract designated as blockade areas for nautical playing pieces. The four sea blockade zones **47** are preferably edgewardly extended from the other zones of the sea tract to provide defense possibilities and an island area **48** including a hexagonal assemblage of land plats **35**, as previously described is located adjacent to the edge of the sea zones **41** coterminous with the sea blockade zones **47** as shown in Figs. 1 and 3.

By extending the sea blockade zones **47** endwardly or longitudinally of the board **30** from the sea tract **32** and substantially centered transversely of the board, playing convenience is facilitated and a pair of rectangular spaces **49** made available at opposite sides thereof. The spaces **49** provide convenient location of a budget accounting area. Each space provides a plurality of parallel rows of aligned bores **50**. Budget expenditures are tabulated by the insertion of a peg **51** in a bore designating total expenditures made during the game by each player. It is preferable to provide ten bores in each line indicative of ten purchase units which consistent with modern warfare expenditures may each represent ten billion dollars thus making available to each player a total budget of three hundred billion dollars for the contest.

Playing pieces

The simplest and perhaps most important movable playing piece of the game of the instant invention is the personnel playing piece **55** illustrated in Fig. 4 representative of a unit of manpower whether employed as soldiers, sailors, marines or civilians. For descriptive convenience these playing pieces are referred to herein as manpower units. Structurally, the manpower units **55** each consist of an equilateral triangular bottom portion **56** of sheet material which is of the same or smaller in size than the plats **35**. Centrally of the bottom portion a post **57** is integrally upwardly extended for convenience in manipulation and association with other subsequently described playing pieces.

A plurality of light tank or minor mechanized unit playing pieces **60** of the form illustrated in Fig. 6 is provided. These pieces each consist of a bottom portion **61** having a length greater than the length of a side of a plat **35** and less than twice such length. The bottom portions **61** are adapted to rest upon pairs of adjacent plats of the land tract **31** as shown in Fig. 7 and have opposite end portions which are pointed to correspond to the opposite angles of the adjacent triangular plats. It will subsequently be seen that the end portions of the bottom portions of various playing pieces suggest the tract of the board on which they are employed. The edges of the pointed ends of the bottom portion **61** are preferably in substantially 60° angular relation to conform to the 60° corners of the plats **35**. A body **62** of a form suggestive of an army tank is rigidly mounted longitudinally of the base **61** and serves both to identify the piece as a light tank as well as to provide convenient grasp for movement.

A plurality of heavy tank or major mechanized unit playing pieces **65** is provided of the form shown in Fig. 8. The heavy tanks each have bottom portions **66** of the size and shape of the bases **61** of the light tanks **60** and are positioned on pairs of adjacent plats, as shown in Fig. 9. An elongated bifurcated plate **68** is mounted on the bottom portion **66** in elevational spaced relation thereto as on a spacing block **69**. The heavy tanks are adapted to receive as many as two manpower units **55** with the bottoms **56** thereof slidably received between

the plate 68 and the bottom portion 66 with the posts 57 upwardly extended between the bifurcated portions of the plate. Inasmuch as the heavy tank pieces are regarded as immovable unless occupied by at least one manpower unit, it will be apparent that the heavy tank is not able to function except when the post 57 of one or more army pieces is upwardly extended therefrom providing grasping convenience for manipulation.

A plurality of cargo ship playing pieces 72 of the form illustrated in Fig. 10 is made available. Each cargo ship piece has an elongated hull 73 of a length greater than the length of a side of the zones 41 and less than the diagonal dimension of the zones. Opposite ends of the hull are pointed to fit diagonally opposite corners of the zones and thus have edges in 90° relation as distinguished from the 60° relation of the edges of the pointed ends of the manpower units and the tanks 60 and 65. The hull portion has a pair of erect plates 74 mounted longitudinally thereon in parallel spaced relation and of a silhouette suggestive of the superstructure of a ship, as shown. The cargo ship pieces move only diagonally on the zones 41 thus both ends of the hull portions thereof are pointed to fit the corners of the zones.

A minor or light fighting ship playing piece is illustrated at 78 in Fig. 12 and a plurality thereof made available for each player. This piece has an elongated hull 79 and an upwardly extended transversely disposed inverted V-shaped superstructure 80. The minor fighting ship pieces are of a length less than the length of a side of the zones 41 so as to be positionable within a single zone either longitudinally, transversely or diagonally of the board. Inasmuch as the minor fighting ship pieces are movable longitudinally, transversely and diagonally, one end of the hull portion is provided with a 90° point suggestive of movement diagonally of the square sea zones and the opposite end thereof squared, as shown, suggestive of movement across any side of the square zones.

A major or heavy fighting ship playing piece is shown in Fig. 14. This piece is adapted to rest on pairs of adjacent zones, longitudinally or transversely of the board only, and is movable only longitudinally or transversely of the board. It will be noted that consistent with the provision of bottom portions and hulls of the playing pieces suggestive of each piece's playing area and direction of movement, each of the major ship pieces is provided with a substantially rectangular hull 84 of a length greater than the side of a zone but less than twice that dimension and has squared opposite end portions. An erect transversely disposed inverted V-shaped superstructure 85 is upwardly extended from each hull portion 84.

The manpower units 55, light tanks 60, cargo ships 72, and aircraft 93 are divided into sets which are given distinguishing color or other convenient identifying designation so that opponents may readily distinguish between their pieces. Inasmuch as the heavy tanks 65, the minor fighting ship pieces 78 and the major fighting ship pieces 83 are inoperable unless occupied by a manpower unit 55 they do not require distinguishing color by sets but may be given such color if desired. The manpower units carried thereby impart set or player designating color thereto.

Communication line pieces 87 of a length twice that of a side of a plat 35 are provided in the form shown in Fig. 16 which may be fitted between adjacent areas 36 of the land tract 31. Each of the communication pieces has two integral portions in 120° angular relation and is provided with pointed oppositely extended ends and a notched juncture of the portions for convenience in assembling a plurality of such pieces in interconnected relation between the areas.

A plurality of base playing pieces 89 of sheet material of the same size and shape as the areas 36 is provided. When an area 36 is completely surrounded by communication lines 87 and each plat 35 thereof occupied by a manpower unit 55, a base may be purchased by a player and superimposed on the area, as shown in Fig. 19, to attain certain playing advantages.

A movable sea base 90 is shown in Fig. 20 consisting of a hexagonal member of sheet material of the same size and shape as the land base 89 but having a pair of elongated, transversely aligned slots 91 formed therein in diametric relation to the piece. The sea base is inoperable except when combined with two minor fighting

ship pieces 78 and accompanied by a third as an escort. The base and the ships are combined as shown in Fig. 21 by arranging a pair of the ships in parallel relation on a single zone and fitting the base downwardly over the superstructures 62 thereof which extend upwardly through the sea base and support the same in elevated position. The combined sea base 90 and minor fighting ship pieces 78 simulate an aircraft carrier in the game, which according to the rules subsequently discussed, must be accompanied by a minor fighting ship piece 78 as an escort to be movable.

Aircraft pieces 93 are operable from the land bases 89 to attack any adjacent land area 36 to destroy all enemy pieces thereon and are operable from any sea base 90 to sea zones in any direction from the zone on which its combined fighting ship pieces 78 are rested. The aircraft pieces may be of any convenient construction and preferably are of a form suggestive of an airplane.

In order to impart terrain problems to the game of the present invention, a plurality of optionally employed removable plats 39 are provided of a size and shape identical to that of the plats 35. One side of each of the movable plats is mottled or otherwise marked to signify mountainous terrain and the opposite side thereof cross-hatched or otherwise identified to represent an industrial site.

When the removable plats 39 are employed to indicate mountainous terrain, the contestants agree before the start of the game as to the location thereof. Inasmuch as the plats 39 when positioned with their mottled side up cannot be crossed by either light tanks 60 or heavy tanks 65, mountainous terrain may possess defensive significance. It also is agreed preliminary to the start of the game, if industrial sites are to be indicated by positioning one or more of the plats 39 with its cross-hatched side upwardly disposed. When industrial sites are utilized, the players agree in advance as to the value thereof, any value from ten to one hundred billion dollars usually being considered appropriate. Such industrial sites may be captured by a player by moving a playing piece onto a plat 35 occupied by the plat 39 having its cross-hatched side upward. The capturing player receives a budget credit equal to the value of the industrial site agreed upon and may use the industrial site as an additional home base insofar as the initial locating of purchased land playing pieces is concerned. For example, a player owning an industrial site may initially position manpower units 55, light tanks 60, and heavy tanks 65, that are purchased, on the industrial site rather than the home base giving the owner thereof an advantage in the disposition of his forces. Once positioned, the plats 39 are stationary until the game is completed. Once an industrial site is captured it has no further budgetary advantage but continues to provide the described advantage for its owner as an additional position of initial location for purchased land pieces. If the opponent succeeds in capturing the industrial site from the original captor, he receives no budgetary benefit but can use the industrial site as a home base in initially locating purchased land pieces.

Representative of final stability and industrial and scientific development, a superbomb playing piece 96 is provided, as shown in Fig. 27. The bomb piece consists of an annular periphery 97 having a pair of right angularly related, diametrical cross bars 98. The bomb cannot be purchased until its purchaser has established three land or sea bases 89 or 90. The bomb must be delivered by air and cannot be employed in any region covered by, or accessible to, the opponent's aircraft, the theory being that the enemy planes could intercept and down the plane carrying the superbomb. If two purchasing units are paid for the superbomb its destructive area is that encompassed by the inner periphery of the annular portion 97. This is analogous to an atom bomb. If five units are paid for the superbomb, its destructive area is that defined by the outer periphery of the annular member. As will subsequently become apparent, any time an aircraft piece 93 is employed in the game it is expended by a single move. Similarly, the superbomb piece is expended by its single instance of employment. To employ the superbomb, an elected aircraft carrying piece 93 is moved to a selected destination within its range on either the land tract 31 or the sea tract 32. The destination becomes the center of the superbomb which is then placed thereon and renders inoperable all opponent playing pieces within its area of destructive effect. The superbomb, its transporting aircraft, and all

destroyed playing pieces are then removed from the board **30**.

Operation

The physical apparatus of the game of the present invention having been described, attention is directed to the method of utilizing the described board **30** and playing pieces. The usual game is played with two participants or teams each having thirty purchasing units available to it, representative of a budget of three hundred billion dollars. The board represents land and sea combat areas across which the various movable pieces constituting weapons of war are manipulated. The playing pieces may be moved in any direction characteristic of pieces of their type and destroy opponent playing pieces by occupying the plat or plats **35**, or zone or zones **41** on which the opponent's piece is rested. Unlike most games, the game of the present invention permits moving any or all of the land pieces a single step, moving any or all of the sea pieces a single step, or moving any or all of the aircraft units a single step, or the purchase of pieces in units of ten billion dollars or less (represented by a single bore **50**) and by indicating the purchase on the budget each play. The players, of course, play by turn.

It is essential to participation in the game that the players have in mind the purchase price and purchase conditions for each of the pieces as well as their characteristic positioning and movements, if movement thereof is permitted. The manpower units cost two billion dollars or five may be purchased for one unit. The manpower unit moves to any of the three plats **35** adjacent to the plat on which it is rested including an adjacent plat across a communication line channel as indicated in dashed line in Fig. 5. The manpower units may be moved from the land tract onto either the minor fighting ship pieces **78** or major fighting ship pieces **83** from the seaports. In moving such combined pieces, the transporting pieces with their manpower unit or units are considered as a single piece for movement purposes.

Each minor mechanized piece or light tank **60** costs eight billion dollars, three are available to each player, and each is positionable on adjacent pairs of plats **35**. Each moves a distance of one plat in any direction, as shown in Fig. 7, but never bridges a communication channel **37** to cross a channel, movement of actually two plats being authorized in the manner shown. This piece may be moved from a given position into either of two adjacent positions on its own area **36** or across an adjacent channel to either of two positions on either of two adjacent areas **36**. Since it occupies two plats it can only be destroyed by an opponent simultaneously occupying both of its plats. It will be obvious that it is possible for the minor mechanized piece to take two opposing army pieces in a single move. This piece cannot move onto mountainous terrain represented by the mottled sides of the removable plats **39**.

The major mechanized unit pieces or heavy tanks **65** cost eight billion dollars when empty or sixteen billion dollars when loaded with two manpower units **55**. It will be apparent that a financial penalty is provided for purchasing a major mechanized piece with two manpower units at a single play. If the player waits one turn after the purchase of such a piece he may add the two manpower units for only an additional four billion dollars. The heavy tanks can be purchased only after one base **89** is set up. It cannot be moved unless occupied by at least one manpower unit **55** and may receive two manpower units for unitary movement across the land tract. The heavy tanks **65** move in the same manner as the light tanks **60** and destroy and are destroyed in the same manner as the light tanks. It is to be borne in mind, however, that the heavy tanks bear one or two manpower units **55** which may dismount and move as part of the move of their respective transporting tank.

There are two cargo ship pieces **72** available to each player each of which may be purchased for six billion dollars. The cargo ship pieces move only diagonally and thus are always on the same color zones **41**. They are emblematic of the merchant marine and have as a most significant function the occupying of the two zones **47** of its respective color designated as blockade zones as a result of which all of the purchase prices for all of the playing pieces are doubled for the opponent. The cargo ship pieces also can destroy minor fighting ship pieces of the opponent if rested on diagonal zones. The cargo ship pieces move one zone at a time and are incapable of destroying any opponent major fighting ship pieces without assistance, inasmuch as such major fighting ships are never found on diagonally adjacent zones of the same color.

The minor fighting ship pieces **78** are movable one zone in any direction longitudinally, transversely, or diagonally of the sea tract **32**. They each may carry a maximum load of two manpower units **55** and are immovable unless occupied by at least one such unit. They need not be given any set designating color. They each cost ten billion dollars and a total of only three are available. It will be obvious that a player may gain naval superiority by exhausting the available supply of fighting ships. An embarking or disembarking move of a manpower unit **55** from a ship is considered a land movement and may not be made at the same time a naval movement is made.

There are three major fighting ship pieces **83** which need be given no set designating color and each of which has a purchase price of twenty billion dollars. It is also possible for a player to gain naval superiority by monopolizing the available major fighting ship pieces. These pieces occupy two zones at a time and must always be positioned either longitudinally or transversely of the board **30**, as shown in Fig. 15.

The manner of movement of the major fighting ships **83** is unusual in game board play but readily understood by reference to Fig. 15. The major fighting ship shown at **83A** in full line may be moved in a single play to cover any pair of laterally or longitudinally adjacent zones **41** both of which are adjacent to either of the pair of zones initially occupied by the major fighting ship. Thus, the major fighting ship **83A** can be moved to any one of the positions shown in dashed line in Fig. 15 in a single move and may thus attack and render inoperable the major fighting ship indicated at **83B**. Considerable interest is added to the game by the fact that ship **83A** can attack the ship **83B** and yet ship **83A** is not subject to attack by ship **83B**. This is readily understood when it is observed that both of the zones **41** on which ship **83B** is rested are of course adjacent to each other and both are adjacent to one of the zones on which ship **83A** is rested. Considering the situation from the standpoint of ship **83B**, however, a different condition prevails. Although of course the two zones on which ship **83A** is rested are adjacent, only one thereof is adjacent to the ship **83B**. The significance of the relative positions of the opponent's heavy fighting ships is further suggestive of naval warfare and may suggest the well known maneuver of "crossing the T". Assuming the positions shown in Fig. 15, ship **83B** in a single move could only overcome ship **83A** with the assistance of another sea playing piece which could concurrently attack the zone on which ship **83A** is rested not accessible to ship **83B** in a single play.

The major fighting ships **83** may destroy two opponent light fighting ships at a single move but cannot be destroyed unless both of the zones on which it is rested are occupied in a single play by the opponent. The major fighting ship pieces may carry a maximum load of three manpower units **55** or one minor mechanized unit **60** and one manpower unit **55** for unitary movement across the sea tract **32**. It is permissible for all occupying pieces to disembark from a fighting ship piece but such a piece cannot be moved until reoccupied. Disembarking is considered a land move and may be accomplished at the sea ports, at the island, and along the edge of the land tract **31**. It is to be observed, however, that certain of the zones **41** next to the land tract exclude heavy fighting ship occupancy. This is analogous to reefs and shoals. Manpower units **55** cannot occupy empty enemy ships for purposes of capture except when such unoccupied ship is in the enemy seaport and then such occupancy constitutes occupancy of the seaport and wins the game.

Unlimited communication line pieces **87** are available for purchase at four billion dollars apiece. It is designed to facilitate communications by expediting movement of other pieces and can only be purchased and installed when, as shown in Fig. 17, the position which it is to assume has all of the plats **35** adjacent thereto occupied by manpower units **55**. In the case of a communication line to be laid by the seaport, only the two or three plats adjacent to its intended position need be occupied by manpower units. Further, a communication line may be laid

in front of the home base of either player by having manpower units stationed in the adjacent plats beyond the home base. By purchasing manpower units and a communication line simultaneously, the manpower units are set first in the position required, as indicated in Fig. 7 and the communication line placed in its channel as a part of the same play. Thereafter any land piece on a plat adjacent to the communication line, or a communication line connected thereto may be moved in a single play to any plat which is also adjacent to the communication line or line connected thereto. It is to be observed however, that a plat is adjacent to the communication line only when one of its sides is contiguous therewith and not when simply touching the communication line at a corner. The communication line is stationary but may be taken by an opponent for removal from the board after which it may be repurchased and relocated, as desired.

An opponent's communication line **87** can be destroyed and removed from the board by either a manpower unit **55** or a mechanized unit **60** or **65** placed on a triangle adjacent to that communication line. Four manpower units are required to lay a communication line but only one is required to destroy it.

A player who succeeds in setting up a communication line **87** to the edge of the board over the portion of the channel **37** marked "blockade" sets up a land blockade and doubles the purchase price of all of his opponent's pieces. Communication lines must be started from the home bases **45** and must be laid in correct position from the first or a player may come to the point of laying the blockade line and be forced to lay a portion of it on the opponent's side of the board.

If the communication line to the blockade point is cut even though the line over the blockade is reached on the board the blockade is broken. The communication line is not removed from the board until it is attached but it does not functon as a line further than its own continuous length.

When an opposing piece attacks a plat **35** adjacent to a base **89**, the communication line to which that plat is adjacent is removed from the board. If on the next move the attacking piece is able to move onto the base the base remains on the board but the remaining communication lines to which it is adjacent are removed.

A total of five unmarked land bases **89** are available and any player may purchase as many as his financial resources permit. A base may be purchased for twenty billion dollars and put down on any hexagonal area **36**, each plat **35** of which is occupied by a manpower unit **55** and which is surrounded by a communication line **87**. The neutral island area **48** is provided with two neutral manpower units **55** which become the property of the first player to capture the island and to place a base thereon. A base may be purchased and located on the island when four manpower units **55** are landed there by a player. The two neutral manpower units already on the island with the four landed provide the six requisite for base installation. No circumscribing communication line is required as a prerequisite to the installation of a base on the island.

The base **89** is purchased and set in position during a single play. One manpower unit **55** must remain on the base or the base is inoperable. The other manpower units may remain on the base or they may be placed on plats adjacent to any of the surrounding communication lines or communication lines connected thereto. In the case of the island, the manpower units **55** may be left on the island or reembarked on their ships, as desired. The movement of manpower units at the time of purchase of a base is part of the purchase play and the manpower units may be moved again at the next play.

An area covered by a base **89** is, for purposes of movement, equivalent to a communication line **87**. Thus, any piece on a base may be moved in one play to any plat adjacent to the base or adjacent to connecting communication lines. The base may also be used effectively for storage purposes so as to gain mobility for other pieces on the field of play. A base and an aircraft piece **93** may be purchased at the same time.

The location of a base **89** is important because of the increased air range when two or three bases are established. If two bases are held, the range of aircraft **93** on those bases is doubled on a line extending between and beyond those bases. If a land base and an island

base are held, aircraft thereon cover every sea zone **41** a part of which falls between lines drawn between corresponding edges of the two bases. Visual reference readily will establish this area. Aircraft located at either base may make flights from the other. Once a base is established it is never removed from the board but if an enemy land piece is moved upon it or if an opponent's aircraft can fly to it when there is no opposing aircraft stationed on it it is captured. When an opposing piece moves onto a base **89** all communication lines **87** touching the base are removed. The captured base cannot be utilized as an air base unless the capturing player is able to get his communication lines to it. However, any playing piece on a base, except aircraft, can be moved to, and thus threatens, all plats **35** adjacent thereto.

The aircraft pieces **93** are purchased at a cost of four billion dollars and each player has four aircraft potentially available to him. Each aircraft can be considered to represent an air force.

Aircraft **93** may be purchased and put into position on a base **89** concurrently with a base purchase or at a subsequent time. The maximum number of aircraft permitted on any base is equal to the total number of bases owned by the player possessing the bases. An aircraft **93** is movable from its base to any adjacent land area **36** and if the base is adjacent to the sea tract **32**, to the two zones **41** nearest the base. An aircraft based on the island controls the ten zones immediately adjacent thereto.

The aircraft is the only piece which is automatically lost as the result of a single use. It will therefore be apparent that aircraft are not moved from the base except to take a piece or pieces greater than its value or for emergency strategic reasons.

Two movable sea bases **90** are available to each player at a cost of thirty billion dollars apiece. No sea base can be purchased until after one land base is set up and until at least three ships including at least two minor fighting ships **78** are properly arranged on the board, as previously described. The two minor or light fighting ships are set side by side on a single zone **41** adjacent to the contiguous edge of the land tract **31**, representing a shoreline, and the third ship which may either be a minor or a major fighting ship is stationed on an adjacent zone. In such condition a sea base **90** may be purchased and set over the superstructures **85** of the two minor fighting ships which rest on the single zone. So long as the two ships on which the base **90** is rested and the escort ship remain adjacent, the entire unit operates as a carrier task force and is moved unitarily, one zone in any direction. As long as the escort ship stays with the sea base **90** it moves as the sea base is moved. If the tender leaves the sea base, the sea base cannot be moved but it may still operate as a stationary base in the sea.

Aircraft **93** may be purchased at the same time as the sea base **90** and in a number equal to the total number of bases possessed by the purchaser after purchase of the sea base. Aircraft aboard the sea base **90** can strike a distance of two zones **41** in any direction from the base square on which the two minor fighting ships **78** rest in supporting the base. It is permitted, and frequently desirable when low in budget reserve, to discard the sea base by lifting it off the minor fighting ships and removing it from the board, without penalty. The minor fighting ships are concurrently moved to adjacent zones and thereafter operated individually.

One land base **89** must be in operation before a sea base **93** can be set up or before a heavy tank or major mechanized unit **65** can be purchased. When two bases **90** and/or **89** are set up two aircraft may be bought for each base and the range of each aircraft is doubled along a line extending between and beyond the bases. The effective range of any aircraft includes any plat **35** or zone **41** the major part of which falls between straight lines extended between and beyond the outside edges of the bases and within two areas **36** or two zones **41** from its base.

When three bases **90** and/or **89** are set up, three aircraft may be purchased for each base. Inasmuch as all aircraft are movable on a single play a tremendous destructive force can be thus generated.

Superbombs **96** represent a culmination of industrial and scientific development and cannot be purchased until a total of three land and sea bases **89** and **90** are established by the purchaser. The bomb can be purchased only as part of a purchase play after the three bases are

set up. The bomb must be delievered by an aircraft **93** and it cannot be utilized in any area covered by an enemy's aircraft. When the superbomb is to be used as an atom bomb having a destructive zone designated by the inner periphery of the annulus **97** the purchase price is twenty billion dollars. When it is to be utilized as a hydrogen bomb having a destructive area defined by the outer periphery of the annulus **97**, the purchase price is 50 billion dollars.

The center of the superbomb **96** is in either case located on any selected part of a plat **35** or zone **41** which is within range of any aircraft from any of the player's bases **90** and/or **89** and not within range of the enemy's aircraft. All pieces within the periphery of destruction are rendered inoperable and removed from the board. If the edge of a base is within the destructive zone, the base remains, but everything on it is removed from the board. If any part of a communication line **87** is within the destructive area the entire line is removed, but if only a plat **35** adjacent to the line is within the destructive area the line is not removed. If any portion of any plat is included within the effective periphery of the bomb, any piece thereon is removed and if any portion of a zone is within such periphery any ship on that zone even including a major ship is removed. If any player acquires four bases the range of his aircraft **96** is unlimited.

If a player's piece can move onto an opponent's base **89** or **90** all pieces on that base are removed and all communication lines adjacent to the base likewise removed. The base remains, but cannot be utilized as an air base by the capturing player until his communication line is extended to it. If an aircraft of a player can move onto an enemy base occupied by a "flyable aircraft," only the occupying plane is removed. A flyable aircraft is defined as a plane belonging to a player whose financial reserve is adequate to replace the aircraft when it is used and which aircraft is stationed on a base occupied by a manpower unit **55**, the theory being that a flyable aircraft can defend its base.

If two aircraft **93** can fly to an enemy base **89** or **90** occupied by a single aircraft or a single aircraft can fly to a base on which there is no aircraft the base is captured. If an aircraft can attack the portion of a major fighting ship **78** rested on a single zone **41** while another piece attacks the portion of the ship rested on the adjacent zone, the ship is destroyed by the aircraft move and removed from the board.

Preliminary to initiation of play, the players agree as to the employment of the plats **39** to indicate mountainous terrain or an industrial site, and if employed as an industrial site, the value thereof which is to accrue to the player capturing the site.

By mutual agreement, the plats **39** employed as industrial sites may be utilized in a somewhat different manner than that described to add interest to the game, particularly when the game is played by three contestants. In the modified use of the industrial sites, they are purchased for an agreed consideration, such as forty billion dollars. When an industrial site is thus obtained, its owner places it at the seaport and transports the industrial site therefrom on successive plays by means of the cargo ship playing pieces **72**. The spaced plates **74** slidably receive the plats **39** therebetween for unitary movement with the transporting cargo ship to a destination along the edge of the land tract **31** or to the island area **48**. At the desired destination, the industrial site is disembarked from its cargo ship and superimposed on a selected plat **35** subsequent to which it constitutes a second home base for the owner insofar as the locating of purchased land playing pieces is concerned. This mobile use of the industrial sites is analogous to advance bases providing construction and assembling facilities in modern warfare. Many modified uses of the mobile industrial sites will occur to skillful players of the subject game.

In starting the game, the players determine which is to have the initial play and the players play alternately thereafter. The first play of each player is of course the purchase of playing pieces and the indication of the expended portion of the budget by positioning his peg **51** in the appropriate bores **50** indicative of purchase units of ten billion dollars or less. Subsequent plays consist of either a purchase, moving any or all land pieces, moving any or all sea pieces, or moving aircraft. All purchased land pieces; not including communication lines **87**, land bases **89**, aircraft **93** or superbombs **96**; are first placed on the purchaser's home base and subsequently moved therefrom as previously described. All sea pieces purchased; with the exception of sea bases **90**, aircraft **93**, and superbombs **96** are initially located at the purchaser's seaport **43**. The method of purchase and location of the communication lines **87**, land bases **89**, sea bases **90**, aircraft **93**, and superbombs **96** has been previously described.

When a player succeeds in locating both of his cargo ships **72** on a pair of the diagonally adjacent blockade zones **47**, his opponent's purchase prices are automatically doubled. The same result is attained by a player's extension of a communication line **87** from his home base to the land blockade portion **46** of the channel **37**. When a player succeeds in achieving both a land and a sea blockade, his opponent's purchase prices are quadrupled unless the opponent has succeeded in obtaining a blockade of his own in which event his prices are only doubled. When each of the competitors have the same number of blockades their effects cancel each other and the original purchase prices are in effect.

The players maneuver the playing pieces individually, or all land pieces concurrently, or all sea pieces concurrently, or all aircraft concurrently, or combined playing pieces such as the major mechanized unit **65** occupied by one or two manpower units **55**; minor fighting ships occupied by one or two manpower units; major fighting ships **78** occupied by one, two or three manpower units; a pair of minor fighting ships **78** accompanied by an escort fighting ship and bearing a seabase **90**, and the like so as to overcome the opponent or penetrate his defenses to achieve victory by occupying his home base **45**, or seaport **43**.

To accommodate three players, one thereof may be given the island area **48** as a home base. The players play successively by turn as before and the game is completed in essentially the same way except that when one of the players captures an opponent's home base **45** or seaport **43**, the captor acquires the assets of the defeated player for use in continuing to wage warfare on the remaining player.

If it is desired to handicap competitors whose abilities are unequal, this can readily be accomplished by depriving the better player of a portion of his initial budget. It will be apparent that players skilled in the game may make further modifications in the playing pieces employed and rules for conduct of the game without departing from the spirit and the scope of the present invention.

Although the invention has been herein shown and described in what is conceived to be the most practical and preferred embodiment, it is recognized that departures may be made therefrom within the scope of the invention, which is not to be limited to the details disclosed herein but is to be accorded the full scope of the claims so as to embrace any and all equivalent devices and apparatus.

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

1. A game apparatus comprising a board constituting a playing field having tracts each divided into portions of predetermined geometrc shape and ordered arrangement unique to their respective tracts, there being a pair of spaced bases designated within one of the tracts each constituting a starting point for initiation of play by one player and a goal for an opponent; a plurality of minor playing pieces individual to each of the tracts each having bottom portions in part similar in shape to the divisions of their respective tracts to identify their regions of play; a plurality of major playing pieces individual to each of the tracts having bottom portions in part similar in shape to pairs of adiacent divisions of their respective tracts, the major playing pieces of both of the tracts having means thereon for receiving a plurality of minor playing pieces from one of the tracts for unitary movement therewith over their respective tracts.

2. A game apparatus comprising a board constituting a playing field having visually distinguishable adjacent portions designated as land and sea tracts respectively, the land tract including a plurality of polygonal plats grouped together into larger discrete polygonal areas and the sea tract comprising a plurality of zones arranged in a checkerboard pattern, the sea tract being contiguous with the land tract, a pair of spaced home bases

being designated on the land tract each constituting a starting point for a player and a goal for an opponent; a plurality of manpower unit playing pieces having bases rested on individual plats and similar in shape to said plats for movement about on said plats; a plurality of minor ship playing pieces having bases rested on individual zones and similar in shape to said zones for movement about on said zones, the minor ship playing pieces being provided with means for removably receiving manpower unit playing pieces for unitary movement therewith on the sea tract; a plurality of mechanized unit playing pieces having bases individually rested on pairs of adjacent plats and similar in shape to the pairs of plats for movement about on said plats, and a plurality of major ship playing pieces having bases individually rested on pairs of the adjacent zones and similar in shape to the pairs of zones for movement about on said zones, said major ship playing pieces being receiving removably to receive a plurality of manpower unit playing pieces for unitary movement therewith on the sea tract.

3. A game apparatus comprising a board constituting a playing field having visually distinguishable adjacent portions defined as land and sea tracts respectively, the land tract includng a plurality of triangular plats grouped in discrete hexagonal and fracto-hexagonal areas, and the sea tract comprising a plurality of substantially square zones arranged in a checkerboard pattern, the sea tract being contiguous with the land tract and the zones of the sea tract adjacent to the land tract being of modified shape to fit the edge of the land tract, a pair of spaced home bases being designated on the land tract each constituting a starting point for a player and the goal for his opponent; a plurality of manpower unit playing pieces having bases rested on individual plats and similar in shape to said plats for movement around on the plats of the land tract; a plurality of light ship playing pieces having bases rested on individual zones and similar in shape to said zones for movement around on the zones of the sea tract, the light ship playing pieces being provided with means for removably receiving manpower unit playing pieces for unitary movement therewith about on the sea tract; a plurality of mechanized unit playing pieces having bases individually rested on pairs of adjacent plats and similar in shape to the pairs of plats for movement around on pairs of plats of the land tract; and a plurality of heavy ship playing pieces having bases individually rested on pairs of the adjacent zones and similar in shape to the pairs of zones for movement around on pairs of zones of the sea tract, said heavy ship playing pieces being provided with means for removably receiving a plurality of manpower unit playing pieces for unitary movement therewith on the sea tract.

4. A simulated war game apparatus wherein enemy playing pieces are rendered inoperable by movement of attaching playing pieces into the same position and victory attained by occupancy by attacking playing pieces at one of a plurality of predetermined positions on a playing field designated as opponent's home base and sea port, respectively, comprising a board having a substantially flat surface constituting a playing field having visually distinguishable adjacent portions designated as land and sea tracts respectively, the land tract including a plurality of equilateral triangular plats grouped in discrete hexagonal and fracto-hexagonal areas each consisting of a plurality of laterally adjacent triangular plats each of which has a corner contiguous with a corner of every other plat of its respective area, the adjacent plats of each area being of distinguishable color, diametrically opposite plats of each area being of the same color and adjacent plats of adjacent areas being of the same color, each of said areas being raised from the surface of said board and being arranged in adjacent spaced relation forming a channel therebetween, and the sea tract comprising a checkerboard pattern of substantially square zones in longitudinal and transverse alignment, the longitudinally and transversely adjacent zones being of distinguishable color and the diagonally adjacent zones being of the same color, the sea tract being contiguous with the land tract and the zones of the sea tract adjacent to the land tract being of modified shape to fit the edge of the land tract, there being a pair of home bases designated on spaced areas of the land tract, a pair of sea ports designated on spaced areas of the land tract adjacent to the sea tract in spaced relation to the home bases and blockade regions designated on both the land and the sea tracts; a plurality of communication members releasably fitted to the channels and of a length substantially twice the length of a side of the triangular plats; manpower unit playing pieces having equilateral triangular bases positioned on the plats; for movement about on the plats light mechanized unit playing pieces individually positioned on adjacent pairs of plats having elongated bases of a length in excess of the sides of the plats and opposite ends angulated to fit the corners of the triangular plats for movement about on pairs of plats; heavy mechanized unit playing pieces provided with means for releasably receiving and transporting therewith two manpower units and having a base of the same shape as the light mechanized unit playing pieces for movement in the same manner; cargo ship playing pieces positioned diagonally on individual zones of the sea tract having elongated bases of a length greater than the longitudinal and transverse dimensions of the zones and less than the diagonal dimension of the zones and opposite ends angulated to fit diagonal corners of the zones, said cargo ship playing pieces having upwardly extended superstructures slotted longitudinally of their bases; said members being receivable by the slotted superstructure and movable unitarily therewith during playing manipulation for transporting purposes; light fighting ship playing pieces positioned on individual zones of the sea tract having elongated bases comprising means to hold two manpower unit playing pieces and upwardly extended superstructures, said bases each having a substantially square end and an opposite end angulated to fit the corners of the zones, heavy fighting ship playing pieces positioned on individual pairs of adjacent zones having elongated bases, and upwardly extended superstructures, said last bases comprising means to hold three manpower unit playing pieces and having substantially square opposite end portions, and means for indicating purchase of playing pieces by players of the game, each of the playing pieces having predetermined purchase prices payable to render them available for use, each price of which is doubled by opponent's occupancy of a blockade region with a playing piece.

5. The game apparatus of claim 4 in which a hexagonal island area of six grouped triangular plats is provided in the sea tract affording the same types of movement thereacross as an area of the land tract.

6. The game apparatus of claim 4 in which a plurality of heavy mechanized unit playing pieces are provided on the land tract individually positioned on adjacent pairs of plats having elongated bases of a length in excess of the sides of the plats and opposite ends pointed to fit the corners of the triangular plats, said playing pieces each having a bifurcated superstructure mounted in elevated spaced relation to its respective base adapted to receive a plurality of manpower unit playing pieces therebetween with portions thereof extended upwardly through the bifurcated superstructure.

7. The game apparatus of claim 4 in which a circular superbomb playing piece is provided, available for purchase by any player after acquiring three hexagonal bases and which is movable a single time with a companion aircraft playing piece from any of the bases to render inoperable all opponent's playing pieces within an area defined thereby having as a center the position of movement of the companion aircraft playing piece, said superbomb playing piece comprising an annular rim portion and diametrically extending cross bars intersecting at the center of said rim, the inner and outer peripheries of said rim being respresentative of varying destructive power of said bomb.

8. The combination of claim 4 including removable triangular mountain designating members of the size and shape of the plats and being individually positionable thereon, said mountain designating members being receivable by the slotted superstructure of said cargo ship playing pieces and movable unitarily therewith during playing manipulation for transporting purposes.

9. The combination of claim 4 including hexagonal land bases removably fitted to the hexagonal areas of the land tract for use when such an area is surrounded by a player's communication lines and each of the plats thereof occupied by the player's manpower unit playing pieces, and aircraft playing pieces positionable on said land bases and movable to adjacent land areas for capturing purposes.

10. The combination of claim 4 including hexagonal

sea bases removably mountable on pairs of said light fighting ship playing pieces by fitted engagement with the superstructure thereof and aircraft playing pieces positionable on said sea bases and movable to adjacent sea zones for capturing purposes.

11. A simulated war game apparatus comprising a board having a substantially flat surface and constituting a playing field, a portion of said field comprising a land tract, said tract comprising a plurality of separated and staggered hexagonal areas each of which consists of a plurality of triangular plats fitted into a hexagonal relationship, said areas being raised from the surface of the board and defining channels between, a pair of spaced home bases being designated on the land tract each constituting a starting point for a player and a goal for the opponent, a plurality of communication line pieces removably fitted to the channels and of a length substantially twice the length of a side of the triangular plats, and simulated war playing pieces for movement about on the plats of said land tracts.

12. A simulated war game apparatus comprising a board having a substantially flat surface and constituting a playing field, said playing field comprising both land and sea tracts, said land tract comprising a plurality of separated and staggered hexagonal and fracto-hexagonal areas each of which consists of a plurality of triangular plats fitted into a hexagonal or fracto-hexagonal relationship, said sea tract comprising a plurality of substantially square zones and arranged in checkerboard pattern, the sea tract being contiguous with the land tract and the zones of the sea tract adjacent to the land tract being of modified shape to fit the edge of the land tract, said areas and said zones being arranged on the board so that longitudinal diagonals through said hexagonal and fracto-hexagonal areas when extended form straight lines with the longitudinal sides of said zones, and simulated war playing pieces for movement about on each of said tracts, said straight lines forming guiding means for controlling movement of some of said pieces.

13. A simulated war game apparatus comprising a board having a substantially flat surface and constituting a playing field, said playing field comprising both land and sea tracts, said land tract comprising a plurality of separated and staggered hexagonal and fracto-hexagonal areas each of which consists of a plurality of triangular plats fitted into said hexagonal and fracto-hexagonal relationships, said sea tract comprising a plurality of substantially square zones in longitudinal and transverse alignment and arranged in checkerboard pattern, the sea tract being contiguous with the land tract and the zones of the sea tract adjacent to the land tract being of modified shape to fit the edge of the land tract, said areas being raised from the surface of the board and defining channels therebetween, a plurality of communication playing pieces being removably received in said channels, a pair of raised home bases at spaced positions at one end of said land tract each constituting a starting point for a player and a goal for his opponent, a pair of raised sea ports at spaced positions at the opposite end of said land tract each constituting a goal, said sea tract being coplanar with the surface of said board and having its said contiguous portion extending into said sea ports, a plurality of simulated war playing pieces each having a shape related to the shape of the plat or zone on which the piece is movable.

14. The combination of claim 13, wherein a raised island of a shape substantially similar to each of said hexagonal areas is positioned on said sea tract.

15. The combination of claim 13, wherein the adjacent plats of each area are of a distinguishable color, diametrically opposite plats of each area are of the same color and adjacent plats of adjacent areas are of the same color, and wherein the longitudinally and transversely adjacent zones are of a distinguishable color and the diagonally adjacent zones are of the same color, said coloring comprising means for distinguishing the outlines of said plats and zones.

16. A simulated war game apparatus comprising a board having a substantially flat surface and constituting a playing field, said playing field comprising both land and sea tracts, said land tracts comprising a plurality of separated and staggered hexagonal and fracto-hexagonal areas each of which consists of a plurality of triangular plats fitted into said hexagonal and fracto-hexagonal relationships, said sea tract comprising a plurality of substantially square zones arranged in checkerboard pattern, the sea tract being contiguous with the land tract and the zones of the sea tract adjacent to the land tract being of modified shape to fit the edge of the land tract, said areas being raised from the surface of the board and defining channels therebetween, a plurality of communication playing pieces removably received in said channels, a pair of raised home bases at spaced positions at one end of said land tract each constituting a starting point for a player and a goal for his opponent, a pair of raised sea ports at spaced positions at opposite end of said land tract each constituting a goal, said sea tract being coplanar with the surface of said board and having its said contiguous portion extending into said sea ports, a plurality of simulated war playing pieces for movement about on the plats and zones on said tracts and each having a shape related to the shape of the plat or zone on which it is movable, and a financial budget indicating means at one end of said board comprising a plurality of holes and peg members for reception in said holes, each of said playing and communication pieces having a predetermined purchase price to be usable in the game, said pegs being indicative of the amount paid for such pieces.

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