March 31, 1931. C. B. REED 1,798,701

MILITARY GAME

Filed Sept. 6, 1927 2 Sheets-Sheet 1

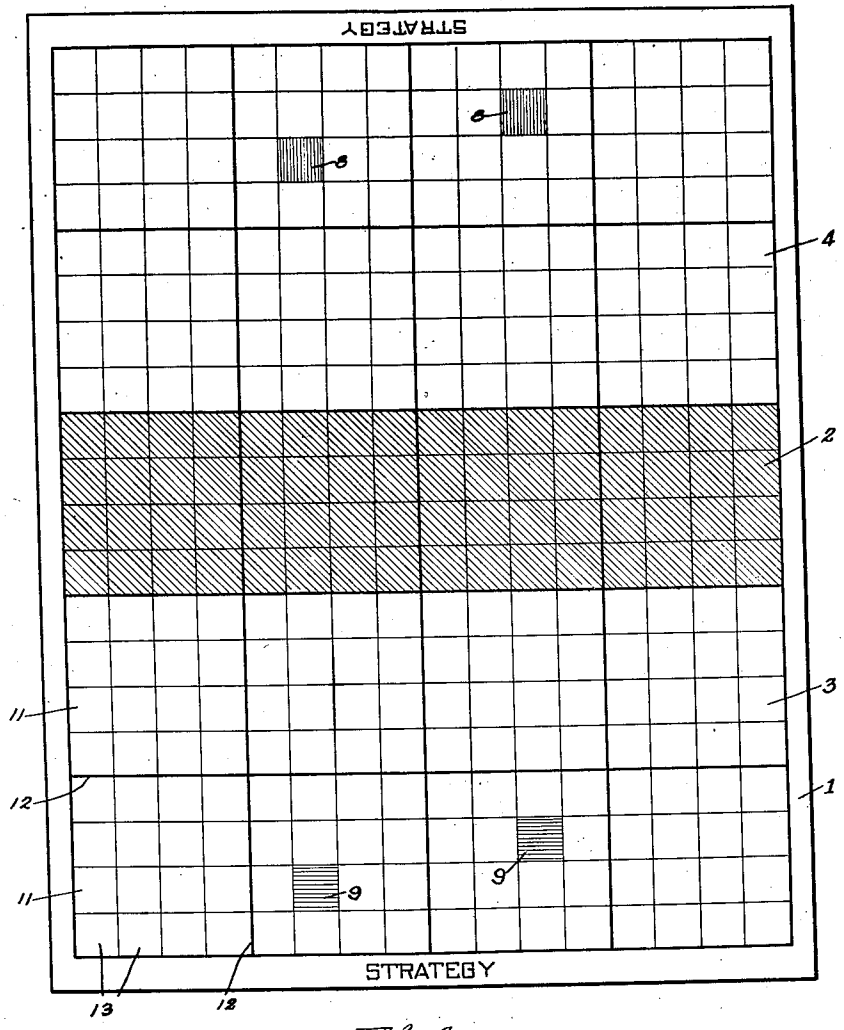



Fig. 1.

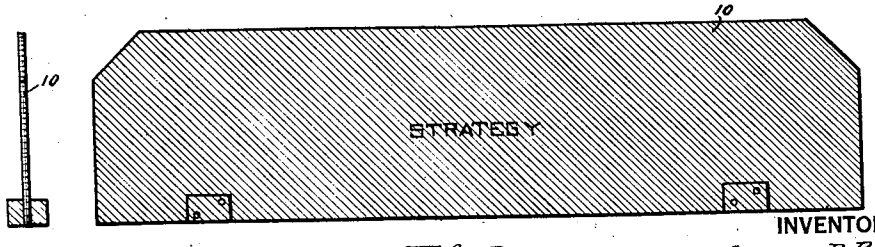



Fig. 3.

Fig. 2.

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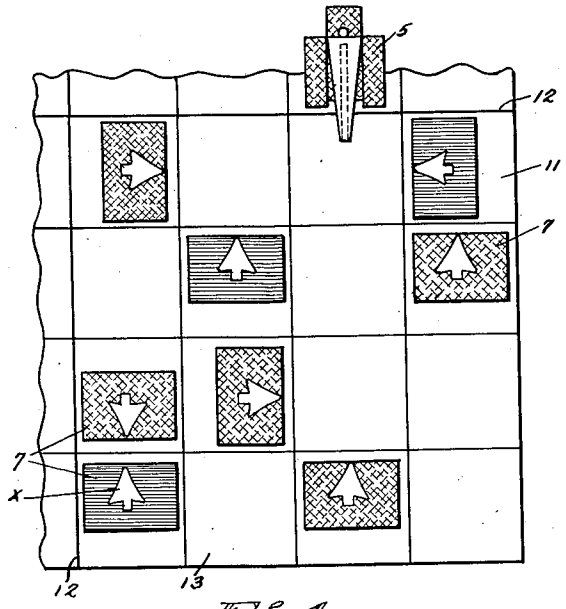



Fig. 4.

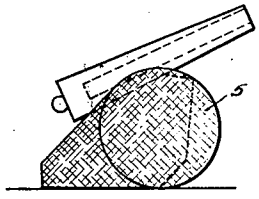



Fig. 5.

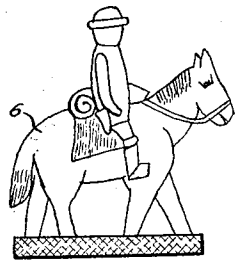



Fig. 6.

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# UNITED STATES PATENT OFFICE

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## MILITARY GAME

Application filed September 6, 1927. Serial No. 217,743.

An object of my invention is to provide a military game which has different areas mapped out for the opposing sides, these areas being separated by a neutral zone which corresponds to "No Man's Land." Various pieces are made use of such as artillery, cavalry and infantry. These pieces have different moves assigned to them corresponding to the progress made by actual artillery, cavalry or infantry in an actual war. The game contemplates arranging the various pieces in any manner desired by the players so as to protect certain cities. The positions occupied by the pieces of the two players are concealed from the opposing player by a shield which is removed after the players have placed their pieces in the desired positions.

Other objects and advantages will appear in the following specification and the novel features of my invention will be particularly pointed out in the appended claims.

My invention is illustrated in the accompanying drawings, forming a part of this application in which

Figure 1 is a plan view of the playing board,

Figure 2 is a side elevation of the shield,

Figure 3 is an end elevation of the shield,

Figure 4 is a plan view of the portion of the board showing various pieces arranged in actual conflict.

Figure 5 is a side-view of a piece of artillery and

Figure 6 is a side-view of a cavalry piece.

In carrying out my invention I provide a playing board 1. This board is divided into three parts, namely, a neutral zone 2 and zones 3 and 4 disposed on opposite sides of the neutral zone.

Each player is given a number of pieces as, for example, three batteries 5 (see Figure 5) three cavalry squadrons 6 (see Figure 6) and fourteen units of infantry as indicated by 7 in Figure 4.

The players are provided with pieces of different color as, for example, blue or orange. The purpose of the game is to defend cities 8 in zone 4, and cities 9 in the zone 3, and to take the cities of the opposing side.

The moving power of each piece is as follows:

| | Own territory | Neutral zone | Enemy's territory |
|---|---|---|---|
| Cavalry | 3 | 3 | 2 |
| Artillery | 1 | 1 | 1 |
| Infantry | 2 | 2 | 1 |

It is not necessary to move each piece its maximum distance. For example, the cavalry may move but two spaces or one space or the infantry piece may move but one space instead of two, if the player so desires.

When an advance is made by a piece across the line, into an enemy's territory, the attacker's cavalry 6 and infantry's moving power, is reduced one space. This means that the cavalry's maximum move is two spaces instead of three and the infantry's maximum move is but one space. The reason for this rule is that the pieces are in hostile territory and therefore are compelled to move more slowly. It should be noted, however, that a piece starting a move from the line of neutral zone into the enemy's territory can take its maximum move if the player so desires. The reverse is true when the piece is retreating from the enemy's territory into the neutral zone. In this instance the piece must take the reduced move.

The pieces move in straight lines and not diagonally. It takes one complete move to turn a piece either at right angles to the direction it is moving or to turn it in the opposite direction in which it was formerly moving.

For example, the calvary has a movement of three squares but the calvary can not be turned at right angles or completely around and then advanced two squares. The turning of the cavalry exhausts three moves normally given to this piece. The range of the various pieces is as follows and stays the same for all zones.

| | Spaces |
|---|---|
| Artillery | 3 |
| Cavalry | 1 |
| Infantry | 1 |

The above range figures means that the

spaces directly in front of any piece are considered under fire at all times. Any enemy piece coming within the limits of this fire is presumed to be destroyed.

In playing the game, the screen or shield 10 is placed on the neutral zone 2 and is high enough to prevent the players from seeing the pieces of the opposing player. Each player arranges his pieces about the cities in the manner he thinks best for the protection of the cities. Shield 10 is removed when the pieces have been placed in position.

Each player can move all of his pieces each turn he has to play but he cannot combine the moves of several pieces into the movement of one piece so that this piece can advance, say six squares, if it is a cavalry piece instead of the allotted three. It is best to start moving the pieces at one side of the board and work across the board so that no mistake will be made in moving one piece more than it should be moved. The player does not have to advance all of his pieces but can leave any number of pieces remain where they are if desired.

The object of the game is to break through the line of the opponent and capture one of the cities. The player accomplishing this is the winner. In order to effect the capture of a city a piece must move into it. The player may move his own pieces through his own city in order to obtain better vantage points in the defense of the city.

The following is the value of each piece:

| | Points |
|---|---|
| Artillery | 3 |
| Cavalry | 2 |
| Infantry | 1 |

In Figure 1 it will be noted that the board 1 is divided into a number of squares 11 by heavy lines 12. Each square 11 is divided into 16 equal spaces 13. Assume that the pieces are arranged in the manner shown in Figure 4, after the game has been played to a certain point. It will be noted from this figure that one player had five units of infantry in the square 11 and one battery positioned outside of the square but having a firing range of three spaces within the square. The other player has three units of infantry. Adding the points of the first player up, we find that the first player has three points for the artillery and five points for the infantry, making a total of eight points, whereas, the second player has a total of only three points, because he only has three units of infantry. It will, therefore, be seen that the first player has in his favor, five points and he will, therefore, win any engagement within the square 11 because of his greater number of fighting forces.

The purpose of each player is not to engage with the other player in actual combat until the player has more points disposed within the square in question than his opposing player.

If the pieces are arranged in the manner shown in Figure 4, the player having the greater number could take the piece indicated by "X", because he had the preponderance of points in this square. Only the piece that is attacked is removed. If the engagement takes place on the border line 12, between two large squares 11, the points are counted in both squares to see which players have the preponderance of points. When the piece attacks an opposing piece and wins by either preponderance, flank or rear attack, the winning piece does not, upon that move, occupy the space held by the vanquished piece, but remains for that move in the square where the move terminated.

Although I have shown and described one embodiment of my invention, it is to be understood that the same is susceptible of various changes and I reserve the right to employ such changes as may come within the scope of the appended claims.

I claim:

1. A game comprising a board having two zones separated by a neutral zone, said zones being divided into large squares of equal area that cover the entire playing surface or sectors and said squares or sectors being divided into smaller squares or spaces.

2. A game comprising a surface having two zones separated by a neutral zone, said surface being divided into large squares, each large square being divided into a number of smaller ones, pieces movable over said squares and a direction-indicating means carried by each piece, said pieces having a "destructive" range of several squares in the direction that said indicating means indicates.

3. In a game, a playing surface divided into three zones, each zone being entirely subdivided into large areas equal in size, and the large areas being entirely subdivided into smaller areas, certain of the small areas in the end zones representing objects of protection by one player and attack by the other, and pieces having different powers, movable over the surface.

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