R. ISHIDA.

MILITARY GAME.

APPLICATION FILED DEC. 6, 1917.

1,265,085. Patented May 7, 1918.

FIG. 1.

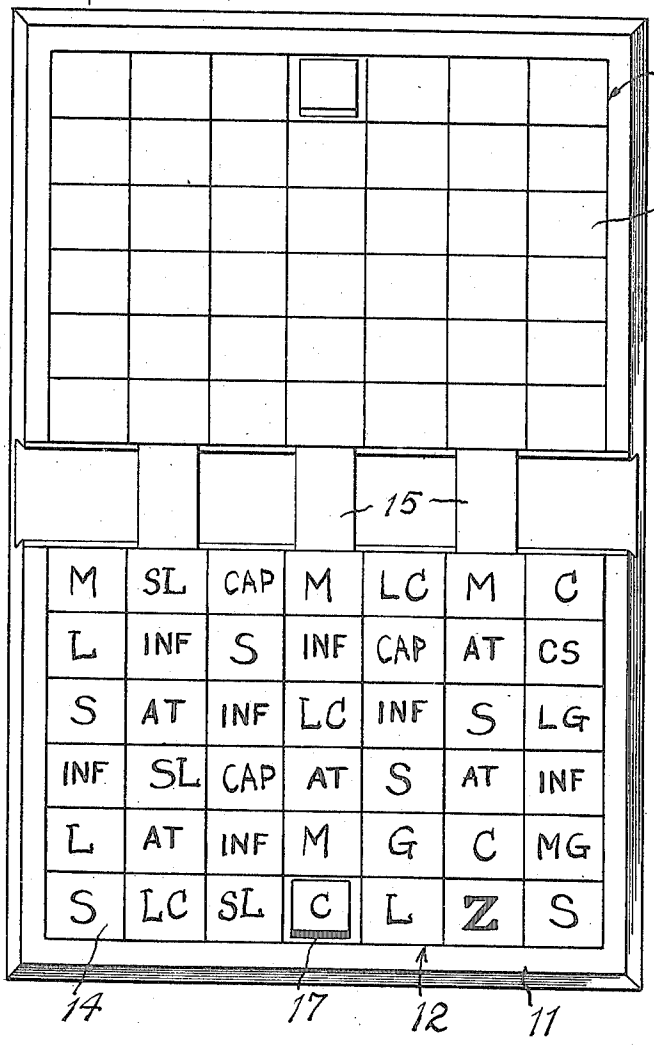


FIG. 2.

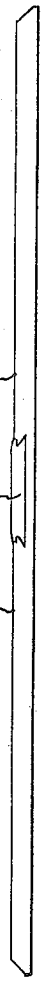


FIG. 3.

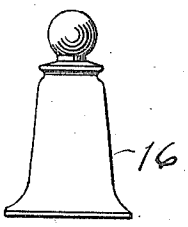


FIG. 4.



FIG. 5.

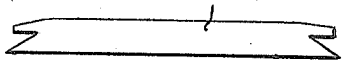


FIG. 6.

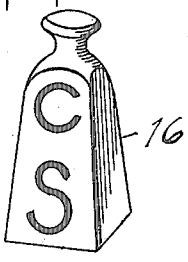
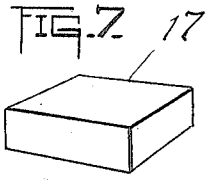


FIG. 7.



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MILITARY GAME.

1,265,085. Specification of Letters Patent. Patented May 7, 1918.

Application filed December 6, 1917. Serial No. 205,773.

To all whom it may concern:

Be it known that I, RYUTARO ISHIDA, a subject of the Emperor of Japan, residing at Los Angeles, in the county of Los Angeles and State of California, have invented a new and Improved Military Game, of which the following is a specification.

This invention relates to a new and improved game and comprehends a game board divided into sections, each section comprising a series of squares and movable bridges, means connecting the two sections, and game pieces adapted to be moved from one square to another.

The objects of the invention are to provide means for amusement in combination with means for instruction; in this particular case it being designed to teach the handling of military elements and the conduct of military operations.

With these and other ends in view which will later appear as the nature of the invention is better understood; the same consists in an improved construction of the game board; novel arrangement of parts and the operation of conducting the game which will be hereinafter described and particularly pointed out in the claims.

In the accompanying drawings has been illustrated a simple and preferred form of the embodiment of the invention, it being understood that no limitation is necessarily made to the previous structural details therein exhibited, but the right is reserved to any changes, alterations and modifications which come fairly within the scope of the invention and which may be resorted to without departing from the spirit of, or sacrificing any of the advantages of the same.

In the drawings Figure 1 is a top plan view of the game board; Fig. 2 is a side view of the same; Fig. 3 is the enlarged front elevation of a game piece; Fig. 4 is a rear view of the same; Fig. 5 is a side view of a bridging piece; Fig. 6 is a perspective detail of a modified form of game piece, and Fig. 7 is a perspective detail view of a castle piece.

The apparatus required for my improved game consists of the board 11, preferably constructed of inexpensive material, as for example, papier mâché, and having two adjacently disposed sections 12, 13, spaced apart from one another and sub-divided into playing-squares 14, the bridging members 15, extending between said sections, and connecting pairs of opposed squares thereon, and playing pieces 16 and 17. In this particular case, the sections are divided into forty-two squares, and each set of pieces consists of forty-two pieces designated by the reference character 16, and one piece represented by the character 17.

In the space between adjacent sections are located the bridging members 15, which are adapted to connect pairs of opposed squares in the adjacent sections. There are three bridging members, although but one or two may be used if desired. Said bridging members are dove-tailed in the space between adjacent sections, but are movable transversely, so that during the progress of a game, the connections may be changed from one pair of opposed squares to another pair.

The game pieces 16, are divided into two sets, of which each set is colored so that it may be distinguished from the other. The game pieces are designed to represent different degrees of rank in the army, and to represent some of the divisions of an army. Each set comprises forty-two pieces, and a castle. The playing pieces may be provided with suitable insignia, either words, or characters, as follows: general-in-chief, being represented by "G"; lieutenant-general, " L G", major-general, "M G", colonel, "C", lieutenant-colonel, "L C", major, "M", captain, "Cap", lieutenant, "L", sub-lieutenant, "S L", infantry, "Inf", artillery, "At", sappers, "S", cavalry scout, "C S", Zeppelin, "Z". The pieces rank in the order given, except as hereinafter noted.

The pieces are to be set in irregular order upon the board, except as hereinafter noted. All pieces of one set are to be placed with the insignia thereon facing the player who may have that set, and when moved, must be maintained in such position.

Rules governing the playing of the game, are as follows: Zeppelin and artillery are not allowed to set in the castle, or to set on the squares adjoining the bridging pieces. All pieces may be moved forward, backward, or to the side, from one square to an adjoining square, except Zeppelin, sappers, artillery, provided such adjoining square be empty. Zeppelins may be moved forward one or more squares provided that such squares are empty, but cannot be moved to the rear, or to the side. Artillery cannot be moved from the position in which it was originally placed. Sappers can be moved to

the side and forward only, provided such forward and side squares are empty. Zeppelins cannot attack the castle. When Zeppelins attack the enemy, if there is artillery directly at the rear, both the Zeppelin and attacked enemy are dead, regardless of the rank of the attacked piece. A castle falls when any adjoining squares are occupied by higher rank enemy pieces. Should a general be moved to occupy a castle, all opposed pieces of the enemy will fall if moved to the adjoining squares, except the enemy cavalry scout. If the cavalry scout be moved to a square adjoining the castle, the general of the opposing pieces will fall. A player is required for each set of pieces, and a third player is required, who may be designated as an umpire, and who, at every movement in the game, will remove the dead pieces. At intervals in the game, the umpire will move the bridging pieces, or may remove one of them, but in no case shall two bridging pieces be so placed as to connect adjoining squares. The umpire may also move the castles from one square to another, but each castle shall remain in its section of the board. Except as otherwise shown, a piece may be called "dead" when an enemy piece of higher rank occupies an adjoining and forward square. An infantry piece is stronger than and ranks above a sapper or cavalry scout piece; a sapper piece ranks above artillery and cavalry scout; and an artillery piece ranks above all except a sapper piece. A Zeppelin ranks above all except artillery.

An arrangement of the pieces in one section, prior to the game, is shown in Fig. 1. As the game progresses, each player will know the character and position of his own pieces, but not the character of the enemy pieces opposed to him. From the foregoing description, the method of playing the game may be understood.

What is claimed is:

1. A game apparatus comprising a board having two adjacent sections divided into squares, movable bridging pieces connecting said sections to form lines of communications between opposed squares of adjacent sections, and game pieces movable from one square to another and across said bridging pieces.

2. In a game apparatus, a board having two adjacent sections, each sub-divided into squares, game pieces movable from one square to another, and from one section to another, and bridging elements placed between said sections and arranged to connect opposed squares, said bridging elements being movable transversely across the board to change the communication from one set of opposed squares to any other set of opposed squares.

3. In a game apparatus, a board having two adjacent and raised sections divided into a series of squares, dove-tail bridging members between the sections and connecting pairs of opposed squares, said bridging members being movable transversely to change the connected squares, and men movable from one square to another and across the bridging members.

In testimony whereof, I hereunto affix my signature this 21st day of November, 1917.

RYUTARO ISHIDA.

Witnesses:
S. HATAYE,
FREDERIC M. KEENEY.

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