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1,562,290

R. CARLSON

GAME

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Fig. 1.

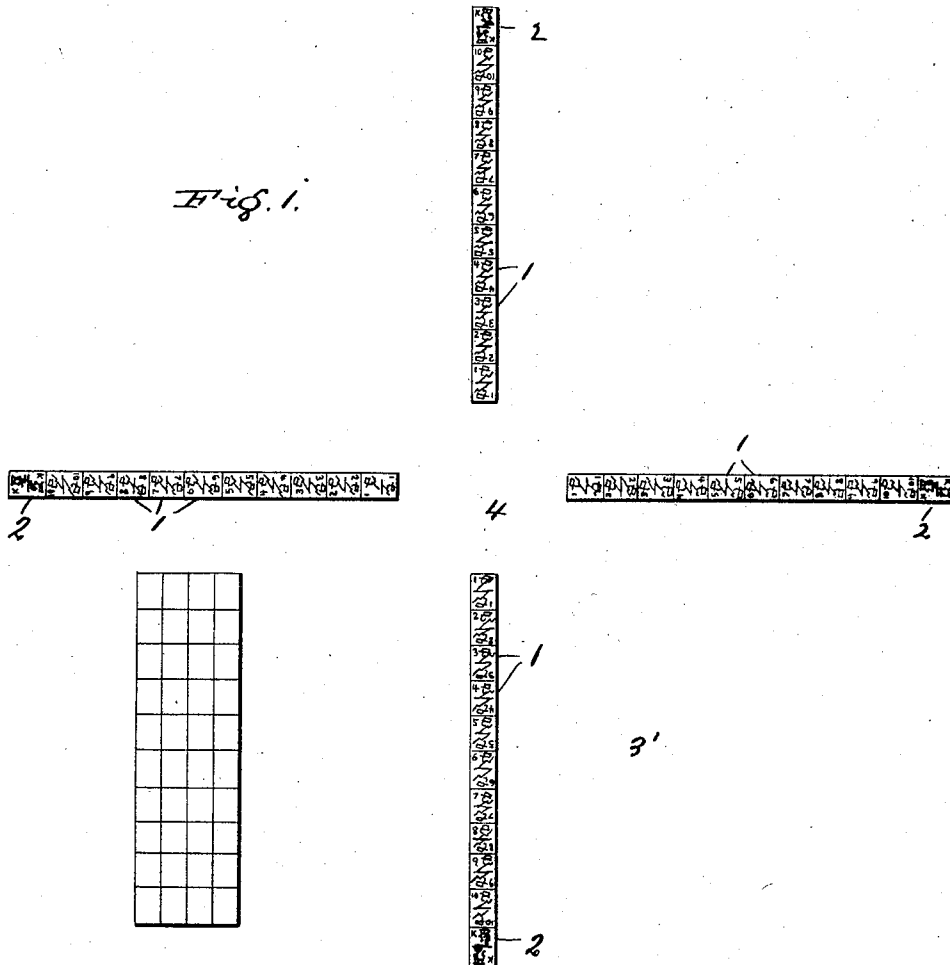


Fig. 2.

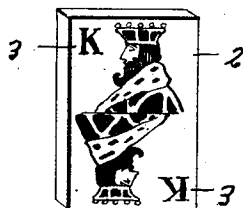
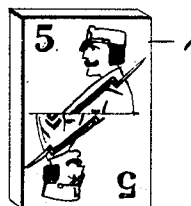


Fig. 3.



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GAME.

Application filed April 3, 1925. Serial No. 20,532.

To all whom it may concern:

Be it known that I, ROBERT CARLSON, a citizen of the United States, residing at Greenwich, in the county of Fairfield and State of Connecticut, have invented new and useful Improvements in Games, of which the following is a specification.

My present invention has reference to a new, interesting and instructive game which may be played by a number of players.

An object is the provision of a game in which playing pieces are arranged at angles with respect to a central space on a playing field, which space represents a goal, such as a citadel, defended by certain of the playing pieces and assailed by other of the playing pieces, playing pieces arranged at the end of the row of defender playing pieces being employed to represent attackers of the goal, while other playing pieces are arranged face downward on the field to be drawn on by the commanders of the attacking forces should their own men or playing pieces not be of a denomination to capture and replace the defender playing pieces, and in which the commander of the attacking forces has his men displace the defender playing pieces and is himself arranged nearest the goal, wins the game.

The game is illustrated by the accompanying drawings in which:—

Figure 1 is a plan view showing the playing or game pieces arranged at the beginning of the playing of the game.

Figure 2 is a perspective view of the game piece representing one of the attackers.

Figure 3 is a similar view of one of the ordinary playing pieces.

The game apparatus comprises eighty-four substantially rectangular blocks of wood or other desired material. Eighty of these blocks have on one of their faces pictures representing the busts of soldiers, the busts being reversely arranged at the diagonally opposed upper left and lower right hand corners and have inscribed thereon a numeral or like designating character. These blocks are indicated by the numerals 1. Four similar shaped blocks 2 are employed. These blocks have inscribed on their faces oppositely disposed busts representing kings. The king blocks 2 have inscribed on their diagonally opposed upper left and lower right hand corners characters 3. The soldier blocks 1 are designed to

represent both defenders and attackers of a goal while the king blocks 2 represent the commanders of attacking forces.

In playing the game a field 3', such as the top of a table is made use of. Soldier blocks are arranged in separate radial rows on the field and defining a goal 4 between the adjacent ends of the rows.

The goal 4 is supposed to represent a citadel or say the palace of a queen. In order to defend her palace from attack the queen has thrown out a guard represented by the rows of playing or game pieces as above mentioned. The soldier blocks are arranged in series of ten and are consecutively numbered. The playing pieces numbered 1 are arranged nearest the goal 4. The king blocks or attackers are supposed to creep close to the defenders and are therefore arranged at the end blocks of the respective rows. In the showing of Figure 1 of the drawings four persons play the game but the said game may be played by two or three persons. As previously stated eighty-four playing pieces are employed. Four of these represent the king blocks 2 and the soldier blocks, not arranged as defenders of the game are placed face downward on the field 3' and may be shuffled about. Each player draws four blocks from the deck provided by the down-faced playing pieces. The first player having a soldier block numbered 1 among his forces is entitled to place this block behind his king block and to remove the soldier block numbered 1 from the defenders and place the same face down on the deck or discard. If no player has a number 1 soldier block among his extra pieces or support the first player agreed upon may discard one of the blocks representing his force and draw another block from the deck. This is continued by the respective players until the number 1 block is reached, or if a number 1 block has been obtained by one player and the desired blocks are not among the forces of the remaining players, the players may thus draw from the deck until a block 1 containing the desired number is obtained. As the attacking blocks 1 are obtained by the player and arranged to the rear of his king or commander the defender blocks are removed from the rows and placed in the discard. The rows are then moved forward to the original positions and after one of the players has obtained blocks

1 bearing the numerals from 1 to 10, respectively, and has arranged the same in sequence to the rear of the attacker or commander block 2 the players first making
 5 such move wins the game, as the king block is supposed to now lead his force against the palace and capture the queen. A player may set back another player by putting a numbered soldier block in front of another
 10 player's row that corresponds to the number in the back of the king of the last mentioned player's row and then order him to discard the guard block back of his king. The more setbacks the less chance of getting
 15 the king block nearest the goal.

A double play must be made by a player when he can and is made as follows:

When another player's piece back of the king, is the same, as the first guard piece,
 20 in the player's row, and the player draws or has among his extras a corresponding piece he must first place this extra in front of another player's row and ask for the one in back of the king, in the other player's row, and place this back of his own
 25 king, and discard the piece in front of his own row. The double play is as follows: Suppose another player's guard piece back of the king is No. 3, and the player's first
 30 guard piece in front is No. 3. Now if the player has among his extras or draws No. 3 he places this in front of another player's row takes No. 3 in back of this other player's king and places it back of his own king

and discards No. 3 that is in the front of his own row. 35

If a player does not make this double play when he can but just makes a single play by putting the No. 3 back of his own king and discarding No. 3 in the front of
 40 his row; any player seeing this shouts "halt" as soon as the piece has been discarded. The player calling "halt" gains by this and may take one guard piece from his own row and place it back of his own king, while the
 45 other player must take the piece that he put back of king and return it to the front of the row.

All discarded pieces must be placed face down on the table and if necessary shuffled
 50 about to distract other players who are to draw.

Having described the invention, I claim:—

A game apparatus comprising a field having rows of blocks thereon, each comprising
 55 an equal number and being consecutively numbered, the inner pieces of the respective rows defining on the field, therebetween, a goal, other playing blocks representing
 60 attackers arranged to the rear of the respective rows, other playing blocks similar to the defenders having their faces down on the field and representing reserves and a
 65 number of such reserve blocks providing the force of the attackers.

In testimony whereof I affix my signature.

ROBERT CARLSON.