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(54) War board game

(57) A series of pieces (P11, P12, P13 etc.), in different formations, are moved over a grid, as shown, overlying a map.

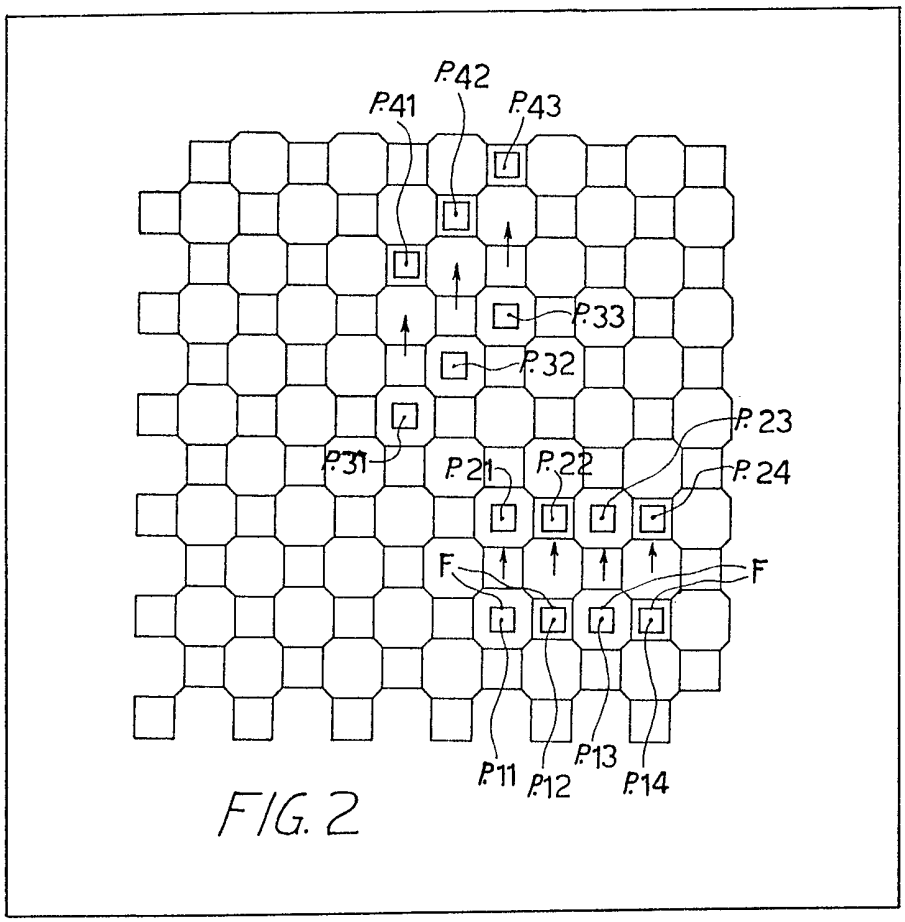

FIG. 2

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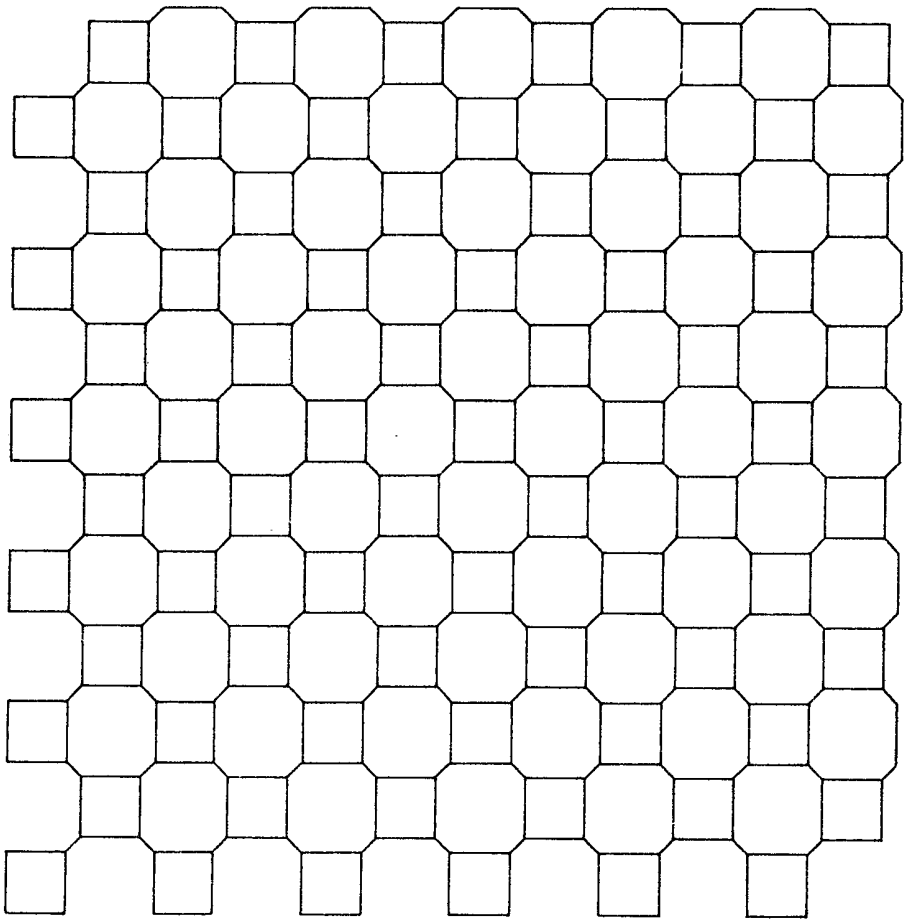

FIG. 1

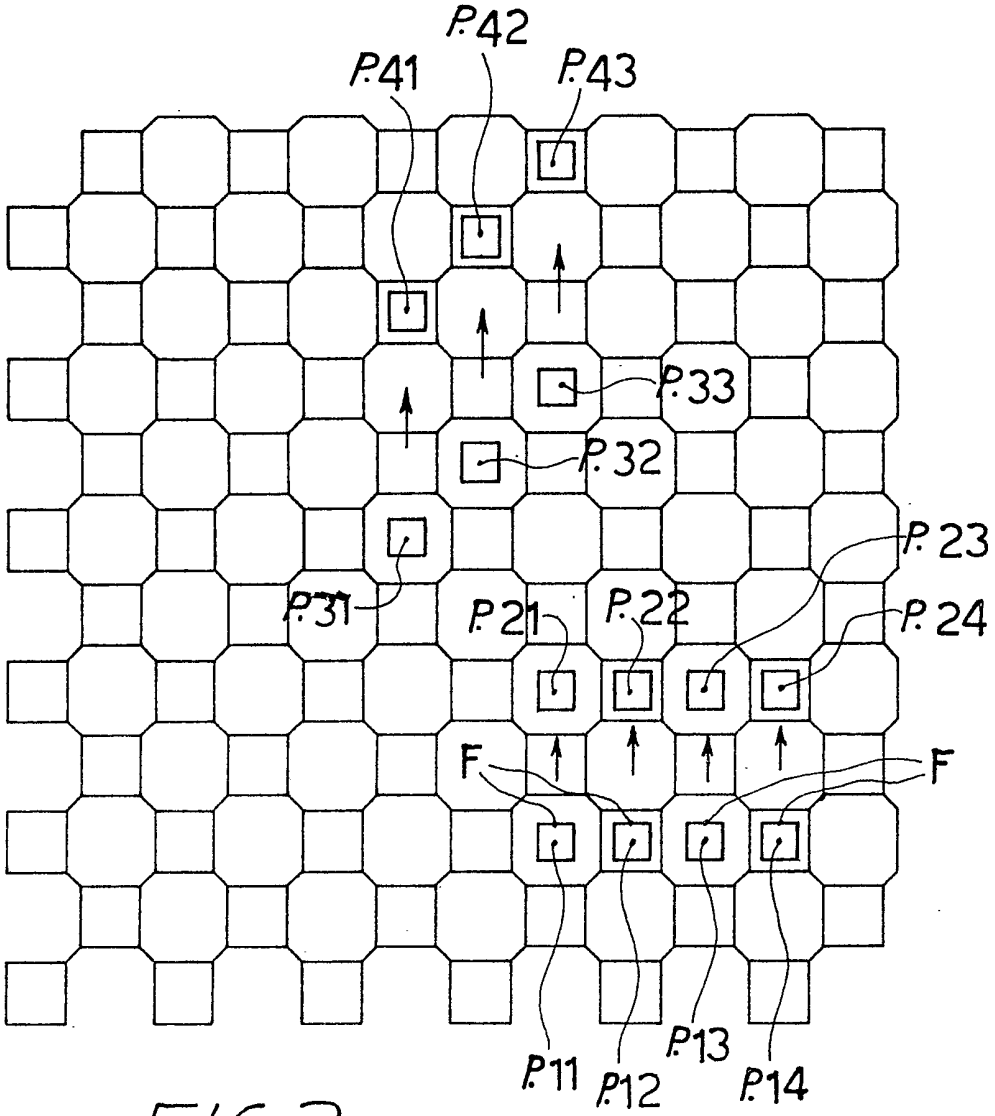

FIG. 2

SPECIFICATION

A set of elements for playing a game

This invention relates to a set of elements for the realization of a game, comprising a support surface carrying an arrangement of geometrical figures, overlying a map, for enabling series of pieces, which can be arranged in different formations, to move in various directions.

Generally, the map is an earth map and may represent different types of real or fancy earth zones (with flat countries, mountains, hills, seas, rivers, lakes and other water surfaces, with or without buildings, etc.); the map may also represent real or fantasy spatial regions, with stars, planets and other spatial bodies.

In turn, the pieces may represent military units of the most different types, both real (with reference to any history age) and fancy, and may also represent personages, also both real (with reference to any history age) and fancy. Of course, in addition to military units and personages, the pieces may represent other realities or fantasy elements.

It is a basic characteristic of the set according to the present invention that the arrangement of geometrical figures on said surface is comprised of a set of octagons and squares, arranged so that each of the octagons at four alternate sides thereof is lined with as many squares, while being lined at the four remaining sides by as many octagons.

As above referred to, the pieces moving on said surface carrying said arrangement of geometrical figures overlying as may generally represent military units or personages.

By moving the pieces according to the game rules, battles are simulated, that is battles are carried out by game, moving military units or personages that, in the case, are related to determined ages and historical milieus, for example, battles of the Napoleonic age.

The accompanying drawing relates to an exemplary embodiment of the set according to the present invention, and particularly:

Fig. 1 is a view showing an arrangement of geometrical figures; and

Fig. 2 is a view showing the same arrangement of geometrical figures, on which some pieces and schematically shown, as well as some possible movements or displacements of said pieces.

As clearly shown on the accompanying drawing, the arrangement of geometrical figures comprises a series of octagons and squares.

Each of such octagons comprises four major sides equal to one another, alternating to four minor sides, also equal to one another.

Each of said octagons, of course with the exception of the peripheral octagons, are lined on four major sides by as many squares, and on the four minor sides by as many octagons.

In Fig. 1, as well as in Fig. 2, there are some number of octagons and squares, it being however understood that in any games according to the present invention both the number of octagons and that of squares can be varied.

As previously referred to, the above described arrangement of geometrical figures shown in said Figs. 1 and 2 actually overlies a map, representing a real or fancy earth or spatial zone, such a map being omitted in the accompanying drawing for the sake of simplicity.

The game pieces may occupy both the octagonal spaces and the square spaces as shown, for example, in Fig. 2.

The arrangement of geometrical figures shown in the accompanying drawing affords various movements for series of pieces arranged in different formations; more particularly, the pieces may move even remaining in formation attitude. For example, a type of formation is the so-called "Line" and an example of "Line" formation is shown in Fig. 2.

More particularly, the four pieces indicated at P_{11}, P_{12}, P_{13} and P_{14} in said Fig. 2 are just in line. In such a formation the pieces are juxtaposed to one another, all of the pieces with the front F in the direction shown by the arrows at right angles to the ideal line, along which said pieces are aligned.

For example, should the pieces be moved in the direction of the arrows, so as to reach the positions designated at P_{21}, P_{22}, P_{23} and P_{24}, it clearly appears that said pieces have been moved, but remaining in the initial formation, i.e. in "Line".

Another type of formation is the so-called "Army" formation.

An exemplary army formation is shown in said Fig. 2, wherein just three pieces in an "Army" arrangement are designated at P_{31}, P_{32} and P_{33}.

By a possible movement or displacement in the direction shown by the arrows, the three pieces are allowed to reach the respective positions indicated at P_{41}, P_{42} and P_{43}, still remaining in the same initial formation, i.e. in "Army".

In the above described army formation, the pieces are arranged along an ideal diagonal line.

For example, another type of formation is the so-called "Column" formation.

In such a formation the pieces are in one row after the other, all of said pieces with the front in the same direction of the ideal line, along which the pieces are arranged.

A further exemplary formation is the so-called "Square" formation; in such a formation the pieces are superimposed to one another.

For example, should the game be related to battles of the Napoleonic age, the following formations would be provided: "Line"; "Column"; and "Square".

In carrying the game into effect, the pieces are moved to pass across the sides of the octagons and squares. Of course, due to the configuration of the geometrical figures, many possible movements are available. Substantially, each of the piece formations can be moved in eight different directions.

Owing to the high capability of movements, the realism in simulation is increased, that is the capability is provided for a high connection with reality as to the displacement or movement of the

troops represented in the game.

CLAIMS

1. A set of elements for the realization of a game, such as simulated battles, characterized by comprising a material surface carrying an arrangement of geometrical figures overlying a map for providing movements in different directions for a series of pieces that may be arranged in various formations, said arrangement of geometrical figures on said surface being essentially formed of a series of octagons and squares, arranged so that each of the octagons on four alternate sides thereof, that is sides alternating with the remaining sides of the octagon, are lined by as many squares, while being lined on the four remaining sides by as many squares.

2. A set of elements according to Claim 1, characterized in that each of said octagons comprise four major sides equal to one another and alternating to four minor sides equal to one another alternating to four minor sides also equal to one another, said octagon being lined on the four major sides by as many squares and on the four minor sides by as many octagons.

3. A set of elements according to the preceding claims, the whole substantially as shown and described and for the specified objects.

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