March 9, 1943. M. SZATROW 2,313,303

GAME

Filed Sept. 12, 1940 3 Sheets-Sheet 1

Fig. 1.

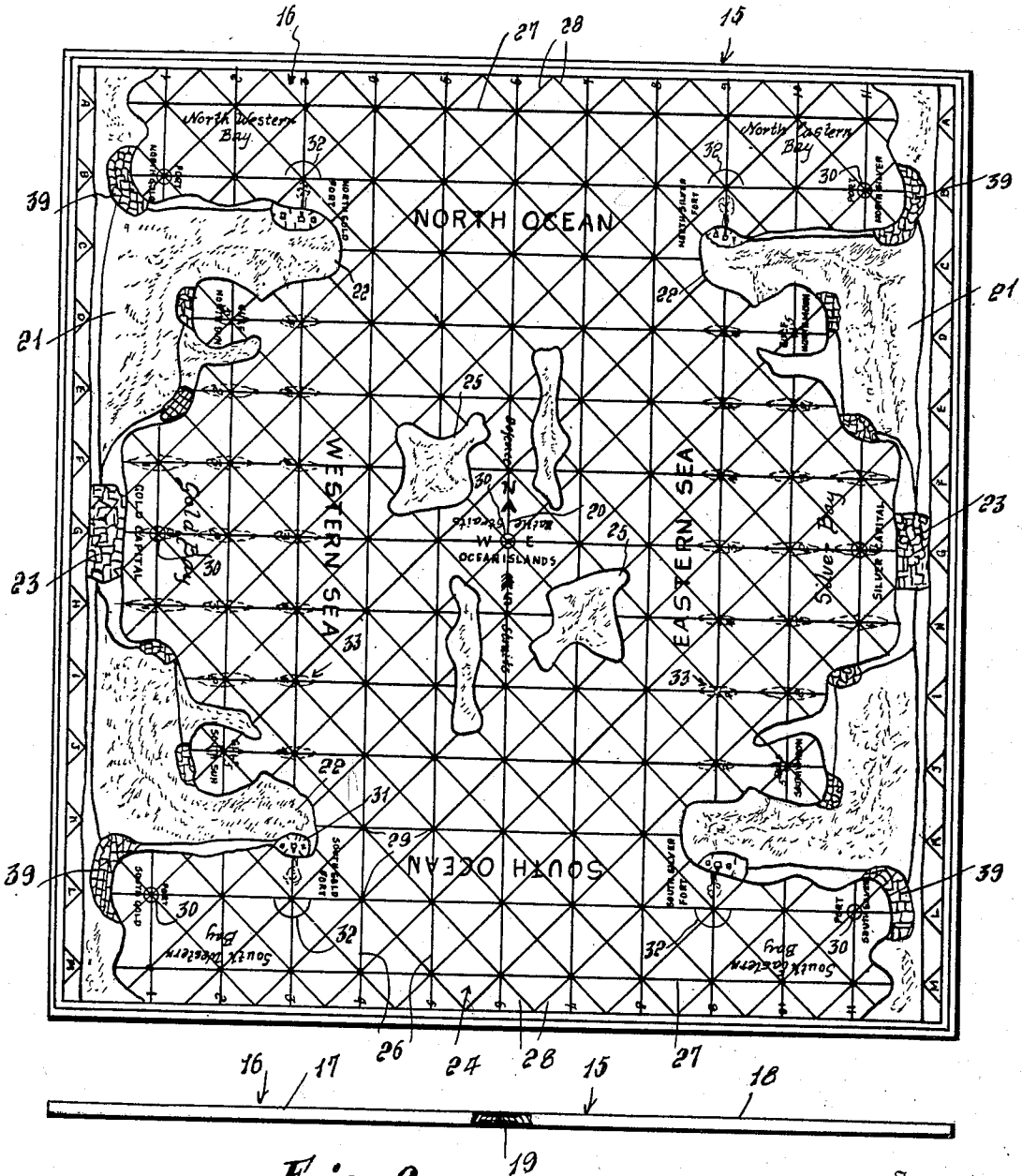


Fig. 2

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By L. F. Randolph

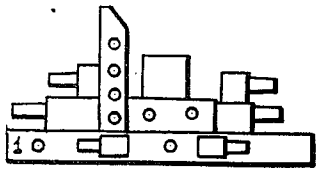
Attorney

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GAME

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Fig. 3.



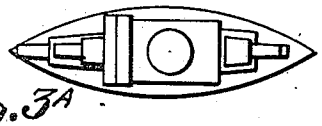


Fig. 3A

Fig. 4.

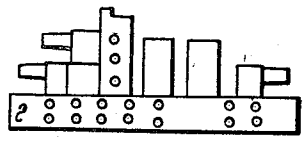




Fig. 4A

Fig. 5.





Fig. 5A

Fig. 6.

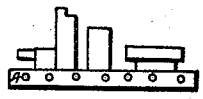




Fig. 6A

Fig. 7.

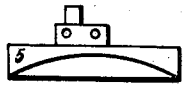




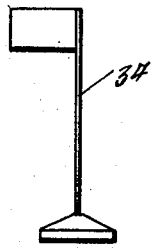
Fig. 7A

Fig. 8.

Submarine Chart SUB. NO___	Location		Direction
Final Surface Position			
1st Submerged Position			
2nd Submerged Position			

35

Fig. 9.



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Fig. 10.

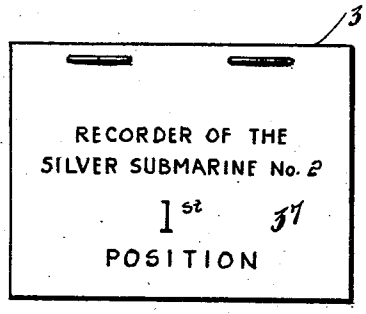


Fig. 11.

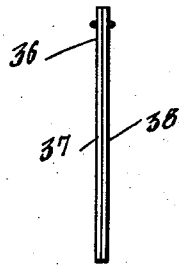


Fig. 12.

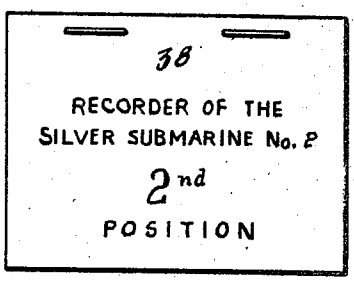
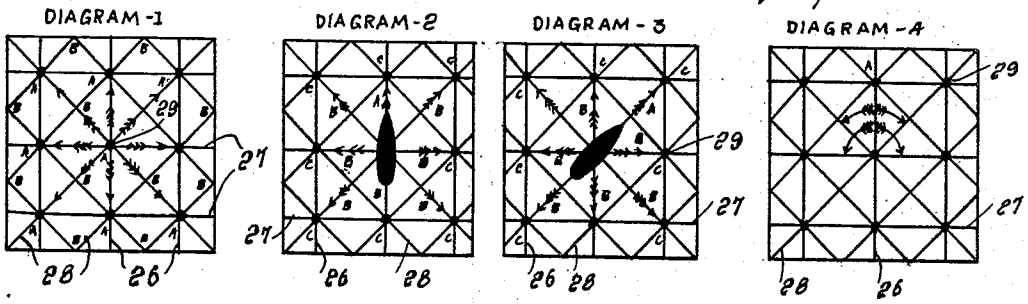


Fig. 13.

The diagrams related to movements and turns of ships



The dirgrams related to attack and defence tactics of ships

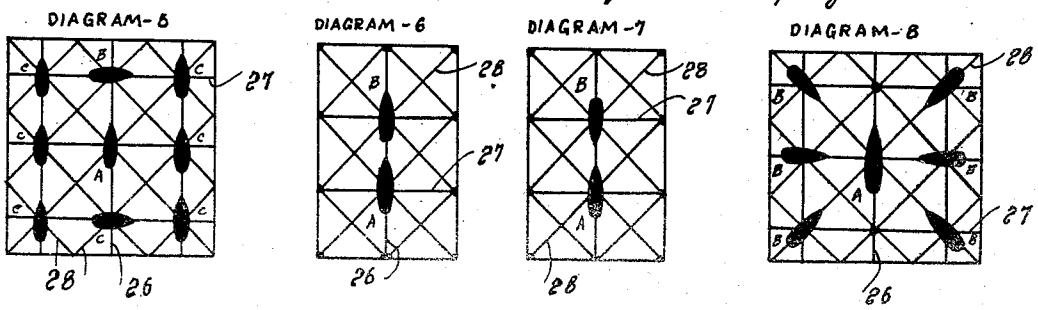


Fig. 14.

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2,313,303

UNITED STATES PATENT OFFICE

2,313,303

GAME

Mikolaj Szatrow, Manila, P. I.; vested in the Alien Property Custodian

Application September 12, 1940, Serial No. 356,529

1 Claim. (Cl. 273—131)

This invention relates to a game simulating naval warfare or conquest, and more particularly to a game of skill to be played by two or more players, each of whom represent a warring nation and directs the movements and maneuvers of a fleet of simulated warships, including warships of different classes having varying firing power or combat ability.

Still a further aim of the invention is to provide a game of skill simulating modern naval warfare between two or more contestants, and to provide a game wherein definite variations of maneuvers and tactics may be improvised by the players for successfully concluding the game in any one of a number of ways, as provided by the rules and as will hereinafter be more fully explained.

Still a further aim of the invention is to provide a naval game of skill more interesting than there were any on the market before.

Other objects and advantages of the invention will hereinafter become more fully apparent from the following description of the drawings, which illustrate a preferred embodiment thereof, and wherein:

Figure 1 is a plan view of the game board,

Figure 2 is an edge view in elevation of the same,

Figure 3 is a side elevational view of one of the warships forming one of a plurality of playing pieces of the game,

Figure 3A is a top plan view of the same,

Figures 4, 5, 6 and 7 are side elevational views similar to Figure 3, of a heavy cruiser, a light cruiser, a destroyer and a submarine, respectively, forming other types of playing pieces of the game,

Figures 4A, 5A, 6A and 7A are top plan views similar to Figure 3A, of the heavy cruiser, light cruiser, destroyer and submarine, respectively,

Figure 8 is a plan view of a submarine chart,

Figure 9 is an elevational view of one of flags forming a part of the game apparatus,

Figure 10 is a plan view of one side of one of the recorders,

Figure 11 is an edge view in elevation of the same,

Figure 12 is a plan view of the opposite side of the same,

Figure 13 is a plan view of a plurality of diagrams illustrating the movements and turns of the ships, forming the playing pieces, and

Figure 14 is a plan view of a plurality of diagrams relating to attack and defense tactics of the warships.

Referring more particularly to the drawings, wherein like reference characters designate corresponding parts throughout the different views, the game apparatus includes a game board 15, having a playing area designated generally 16, on one side thereof. The game board, as best seen in Figure 2, is formed of the sections 17 and 18 which are adapted to be folded on each other at 19 to enclose and protect the playing area 16, when the game board 15 is not in use, and also to make it portable.

The playing area 16 is constructed to simulate generally a map of an area including two coast lines divided by a sea area and is provided with an arrow 20, at the center thereof, pointing toward the upper end of the playing area 16 to designate the direction north by the letter "N." The directions east, south and west are indicated, respectively, at the right of the arrow 20, at the tail thereof, and at the left thereof by the letters "E," "S" and "W." Along the right and left hand edges, or along the east and west sides of the playing area 16 are corresponding "Coast lines" 21, having corresponding "Peninsulas" 22 adjacent the ends thereof. The coast lines 21 represent two warring nations, a "Silver Nation" to the east and a "Gold Nation" to the west, having correspondingly positioned Capitols 23 at the centers of the coast lines 21. Between the coast lines 21 is a water area 24, divided as indicated on the playing area 16 to "North and South Oceans," "Eastern and Western Seas," and adjacent each of the coast lines "Bays" and "Gulfs." Substantially in the center of the playing area 16 is a group of "Islands" 25, which are correspondingly located relatively to each of the coast lines 21.

The water or sea area 24 is composed of a plurality of triangles 40, sides of which form equally spaced, substantially parallel vertical, or north and south lines 26, and similar horizontal, or east and west lines 27 and the diagonal lines 28 which are spaced not as far apart as the lines 26 and 27. The ends of hypothenuses of the triangles 40 are provided with heavy dots 29 to distinctively mark these points, which will hereinafter be referred to as "Points of Position." Certain of these points are further distinctively marked by a circle to designate points which will hereinafter be referred to as "Strategic Points," designated 30. The lines 26 are numbered consecutively from west to east with the numerals "1 to 11" inclusive, while the lines 27 are similarly marked by the letters "A to M," inclusive, from

north to south. These designations being inscribed on the playing area 16, adjacent the ends of the lines 26 and 27 to provide means for readily spotting and designating the various points of position 29, or strategic points 30. For example, the strategic point 30, at the center of the playing area 16, is situated at "G—6."

The peninsulas 22 are also provided with simulated "Forts" 31 and the points of position adjacent thereto are distinctively designated by semi-circles 32, to mark the range of fire of the forts 31.

The game is adapted to be played by two or more players where one of the parties represents one of the two warring nations and each player is provided with a set of playing pieces, designated generally 33 and comprising a "Navy." The playing pieces of each navy 33, are distinctively colored, as in gold and silver or other distinctive colors to represent the gold and silver nations and each of said navies includes seventeen playing pieces which are of the shape and size to simulate five classes of warships, as illustrated in Figures 3 to 7 and Figures 3A to 7A. Each navy 33 includes two warships, having the symbol "1," which represent Battleships; three warships, having the symbol "2" which represent "Heavy Cruisers"; four warships having the symbol "3" which represent "Light Cruisers"; six warships, having the symbol "4" which represent "Destroyers"; and two warships having the symbol "5" which represent Submarines."

The game apparatus also includes a number of flags 34 composed of two groups, which are colored to correspond to the navies 33. The flags 34 are provided with supporting standards or staffs having base portions at their lower ends for mounting them on the playing area 16.

The game apparatus also includes a plurality of submarine charts, as illustrated in Figure 8, for use in charting the position of submerged submarines including their final surface position, before submerging, and their first or second submerged position and their direction. The final surface position, as will hereinafter be explained, is made known to the opponent while the submerged positions are kept secret. The charts 35, which are adapted to be retained in the recorders or folders 36, are composed of the sides or covers 37 and 38 which are distinctively colored and on which are inscribed, respectively, "1st position" and "2nd position," to indicate the number of movements a submarine has made since submerging, which is made known to the opponent by turning the recorder or folder 36 over to expose first the side 37 and then the side 38.

Rules for Playing the Game

Description of diagrams

In Figure 13, the four diagrams illustrate movements and turns of the warships.

Diagram 1, as in each of the following diagrams, illustrates a portion of the water area and shows by means of the arrow-heads on the lines 26, 27 and 28 thereof, every direction along which a ship can proceed from the point of position 29, at the center of the diagram. The letters "A" of each of the points of position 29 designate a point on which a warship may be located and also to which a warship may proceed from the center point "A." The letters "B" indicate junctions of the diagonal lines 28 on which a ship may not be placed.

In diagrams 2 and 3, the arrow-heads "A" indicate that the warship when positioned on the center point of position with its bow pointing to the north or toward the upper end of the diagram may only move in that direction, and the arrow-heads "B" the direction in which the warship cannot go if its direction is not previously changed. The points of position in diagrams 2 and 3, marked "C," are the only points which a ship can reach with one movement, or on one go of a player.

In a diagram 4, the curved arrows indicate the limit of turning movement of a warship, assuming that it is positioned, as seen in diagram 2, with its bow pointing toward the north. It will be obvious that the ship, thus positioned, can turn to the right or left through an arc of either 45 or 90 degrees toward either the northeast or the northwest, or the east or west, respectively, when originally pointing toward the point of position "A."

In Figure 14, four diagrams are shown, similar to the diagrams of Figure 13, but illustrating attack and defense tactics of warships and rules relating to their firing power. In diagram 5 the warship "A" is surrounded by eight other warships and positioned with its bow pointing to the north or toward a warship "B." The warship "A" can sink only the ship "B" because the bow of the ship "A" is pointing toward the ship "B." The other seven ships "C" cannot be sunk by the ship "A" because the bow of the ship "A" is not pointing towards any of the ships "C."

In diagram 6, the warship "B" is positioned with its stern toward the bow of the ship "A" and as, according to the rules of the game, a ship is not vulnerable from its stern, it cannot be sunk by the ship "A."

In diagram 7, the ships "A" and "B" are positioned with their bows directed toward each other so that each ship can fire upon the other. When thus positioned the larger class ship can sink the smaller ship and if both ships are of the same class neither can be sunk. Thus battleships can sink all other classes of ships, when positioned as in diagram 7, heavy cruisers may sink classes 3, 4 and 5, light cruisers may sink classes 4 and 5 and destroyers may sink submarines.

In diagram 8 any one of the ships "B" regardless of its size can sink the ship "A" because the bows of the ships "B" are directed toward the side of the ship "A," while the ship "A" cannot sink any of the other ships "B" because its bow is not directed toward any of the ships "B."

The start of the game

To begin playing, each of the two contestants select a coast line 21 and a navy 33 of a corresponding color. The warships of the two navies are then initially positioned, as illustrated in dotted lines of Figure 1, with an outer row composed of a light cruiser flanked on either side by three destroyers, a second row composed of three heavy cruisers and two light cruisers disposed therebetween. The outermost heavy cruisers of the second row are flanked by submarines located in the "Gulfs" on the inner sides of the peninsulas 22. A third or back row includes a light cruiser located on a strategic point 30 adjacent the Capitol 23, and flanked on either side by a battleship. The player in possession of the Gold Navy and representing the Gold Nation, having the western coastline 21 starts the game by making the opening move, after which moves are made alternately by the two players, each player making not more than one move at a time, which

constitutes a movement of one of the ships of his navy forwardly and in a direction toward which the bow of said ship is pointing, or in lieu thereof a turning movement of a ship, as illustrated in diagram 4, and previously described, as a move of a player.

The movements and turns of warships

The warships may be moved, at each go of a player, from one point of position 29 to the next point of position, along the lines 26, 27 or 28 toward which the bow of said ship is pointed, with the bow of the ship always in advance and with the ship always moving in a forward direction. At each move of a player, a ship may only be moved from one point of position 29 to the next point of position in a straight line, as previously described in regard to diagrams 2 and 3. No two ships may, at the same time, occupy the same point of position 29 except where one of the ships is a submarine which is in a simulated submerged position, as will hereinafter be more fully described, and no ship may move across any part of the coast lines 21 or the islands 25.

Attack and defense tactics of warships

In view of certain considerations of strategy in the play of the game, any ship or submarine on the surface may sink an enemy ship on the surface, only when the enemy ship lies so that the bow of the first ship is directed toward the starboard or port side of the enemy ship, as in diagrams 5 and 8, and the two ships are on adjacent points of position; the larger ship may sink the smaller when two ships meet bow to bow, on adjacent points of position, or if of the same class neither ship can be sunk, as explained in the description of diagram 7. A ship, upon sinking an enemy ship, is moved to the point of position of the sunken ship, which, is removed from the game and this constitutes a turn or play. No ship may sink another ship where the two ships are separated by an island or peninsula. Any ship, which is fighting against a closely submerged submarine can resort to a "Depth Charge" by placing the ship on the point of position 29 or turning it upon the same, where the submerged submarine is believed to be located, and to which the player must state that a depth charge is being dropped simultaneously with a movement or turn, which constitutes a go by the player and cannot be done at the same time of the sinking of another ship. If the submerged submarine is situated at the point of position from which the depth charge is dropped, it is considered destroyed, and must be removed from the game. If the opponent does not announce the loss of the submarine, which is done immediately, the player making the depth charge should record the position, as heretofore explained, on a separate sheet so that he may later be able to check the position of his opponent's submarines by means of the submarine chart 35, of that particular submarine, when it again returns to the surface, as will hereinafter be explained. The sinking of an enemy ship, when there is such an opportunity, is not obligatory. It is left to the discretion of the players.

The three problems

It is the aim of each player to achieve victory by accomplishing a dominating position over the other player by acquiring and later holding simultaneously certain groups of objectives, any one of which groups consistutes a victory provided that the opponent shall have one final move and in this move is unable to recover one of the objectives of one of the aforementioned groups, being relied upon by the first player.

The first problem, or group of objectives by means of which a played may successfully win the game may be accomplished by the player occupying the strategic point 30 between the islands 25 and located at G—6 and also occupying the strategic point 30 which is adjacent to his opponent's capitol 23 and vice versa.

The second problem, or group of objectives denoting a victory for one of the players may be obtained by either player occupying the strategic point 30 at G—6, and the two strategic points 30 adjacent his opponent's ports 39, and vice versa.

The third, or final problem, or manner of obtaining victory is accomplished by capturing the opponent's capitol 23 by occupying the strategic point 30, adjacent thereto and also capturing eitther of the opponent's north port 39 or his south port 39, by occupation of the strategic point 30 adjacent thereto. In other words victory is attained when the capitol is captured and held with one of the ports or with neutral islands and without the capitol all three of the rest of strategic points must be held for the victory.

Each player may adopt strategy leading to accomplishment of any one of the three problems or may adopt a defensive strategy only, without announcing his intention as a player's strategy may depend upon and be varied by the movements of his opponent.

A strategic point is considered occupied, when taken by a warship, except a submarine and provided that the opponent on his next move does not sink the warship. A strategic point lost to the opponent may be retaken by reoccupation either by driving the opponent's warship therefrom or by sinking the enemy ship. However, where the enemy ship is driven from a strategic point, that point is not retaken until actually reoccupied. The flags are used to substitute the warships at the strategic points after such warships take the strategic points, as sometimes such warships are needed somewhere else. The flags 34 are also used by a player to indicate that an opponents fort 31 has been disabled or "Silenced" and a player succeeds in this mission as will hereinafter be described. The presence of a flag upon a strategic point indicates the presence of a landing party left ashore, and is removed when said point is retaken by warship of the navy of the opposite side. The forts 31, located on the outer side of peninsulas 22, as heretofore described, are capable of firing to the adjacent points of position 29 marked by the arcuately shaped lines 32, so that an enemy warship which comes upon one of these points of position 29 may be sunk by the fire from the fort regardless of the direction in which the ship is pointing and the sinking of the ship by the fort is considered as a move of the player. A fort is considered silenced for the rest of the time the game lasts if an enemy ship succeeds in taking the port 39 adjacent thereto by occupation of its strategic point 30. However, the disabling of the fort does not take place until after the next four moves of the player whose fort is being silenced. The enemy ships may thereafter safely pass the point of position 29 adjacent to the silenced fort.

The operation of submerged submarines

The submarines "5" of the two navies may move upon the surface of the water area **24**, similar to the other warships, or in simulated submersion. In the latter case the submarine when submerged is removed from the playing area **16**, during the period of submersion and its imaginary moves and positions are recorded on a chart **35** which shows its final surface position and its first and second submerged positions. For example, when a submarine of one player is submerged at the point of position where the vertical line **26**, designated **5**, crosses the horizontal line **27**, designated J, and is facing with its bow to the upper left corner of the playing area **16**, at the time, the spaces beneath the words "Location" and beside the words "Final Surface Position" would be marked J—**5**, and the space beneath the word "Direction" would be marked "N. W." to indicate that the submarine was facing northwest. The final surface position is the submarine position from which it is going to be submerged. This much of the record of the submarine may be seen by the opponent but the first and second submerged positions of the submarine may not be seen by the opponent and no changes or erasures may be made on a submarine chart. The first submerged position of a submarine differs from the final surface position by imaginary movement of submarine to adjacent point of position where the location is different and direction is the same or by turn on the same point of position where the direction is different but the location is the same. A submerged submarine makes the same types of moves, including turns, as a surface vessel but the submergings and emergings are made simultaneously with a movement or turn. The first and second submerged positions of a submarine, are kept secret until the submarine returns to the surface, at which time its chart is exhibited to the opponent. When the first submerged position is recorded on the chart it is then inserted in a recorder or folder **36** and placed beside the game board **15**, with the side **37** thereof, uppermost. When the second submerged move of the submarine is made, which may be at any future turn of the player to whom the submarine belongs, it is recorded on its chart **35** after which the recorder is turned over to expose the side **38**. The third move of the submarine must include returning to the surface, at which time the submarine is placed on its new or same location and then its chart is open for inspection by the opponent. Should the data of the submarine chart indicate moves not permitted by the terms of the game, as heretofore described, or if the moves of the submarine do not correspond to the data on the chart, the submarine is declared lost as if sunk by the opponent's ship and if one of the opponent's ships has been sunk by the submarine, the ship is returned to its former position. A submarine may return to the surface at any time desired, and from any submerged position, but only upon a vacant point of position **29**, or at a point of position occupied by an enemy ship, which it sinks simultaneously. A submarine submerging may be placed imaginarily at a point of position **29** even if occupied by another ship. A submarine on the surface has the qualifications of a warship of the smallest class, but when submerged its value is greatly increased chiefly due to its unseen turns and moves and its capacity to make a sudden surprise attack. The submarine, submerged, in addition to its general offsensive power under water, which is of the equivalent of its power on the surface, has the advantage of being able to sink an enemy ship which happens to be at the same point of position above her, regardless of the latter's direction. A submerged submarine, upon sinking a ship, must rise to the surface and make the necessary movement or turn simultaneously.

I claim as my invention:

A game apparatus for use with sets of distinctively marked playing pieces simulating warships of different classes including submarines, comprising a game board having a playing area provided with intersecting horizontal, vertical and diagonal lines forming the paths along which said playing pieces are movable over the playing area, the intersections of the horizontal, vertical and diagonal lines being distinctively marked to form stopping and turning points of the playing pieces, said lines defining the turning movement of the playing pieces and definitely indicating the position in which the playing pieces are facing on said points for indicating the direction in which they can "fire" and from which they can be successfully "fired" upon, the distance between adjacent points constituting the "effective firing range" of the playing pieces; and recorders forming "logs" to be used in conjunction with said game apparatus to record simulated submerged movements of said "submarines" to provide a permanent record of the simulated submerged positions of the "submarines" to be kept secretly by each player as a record for the benefit of his opponent.

MIKOLAJ SZATROW.