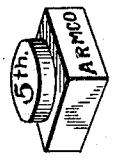
July 12, 1932. J. F. BLANCK 1,867,053

GAME

Filed Jan. 21, 1931

Fig 2.



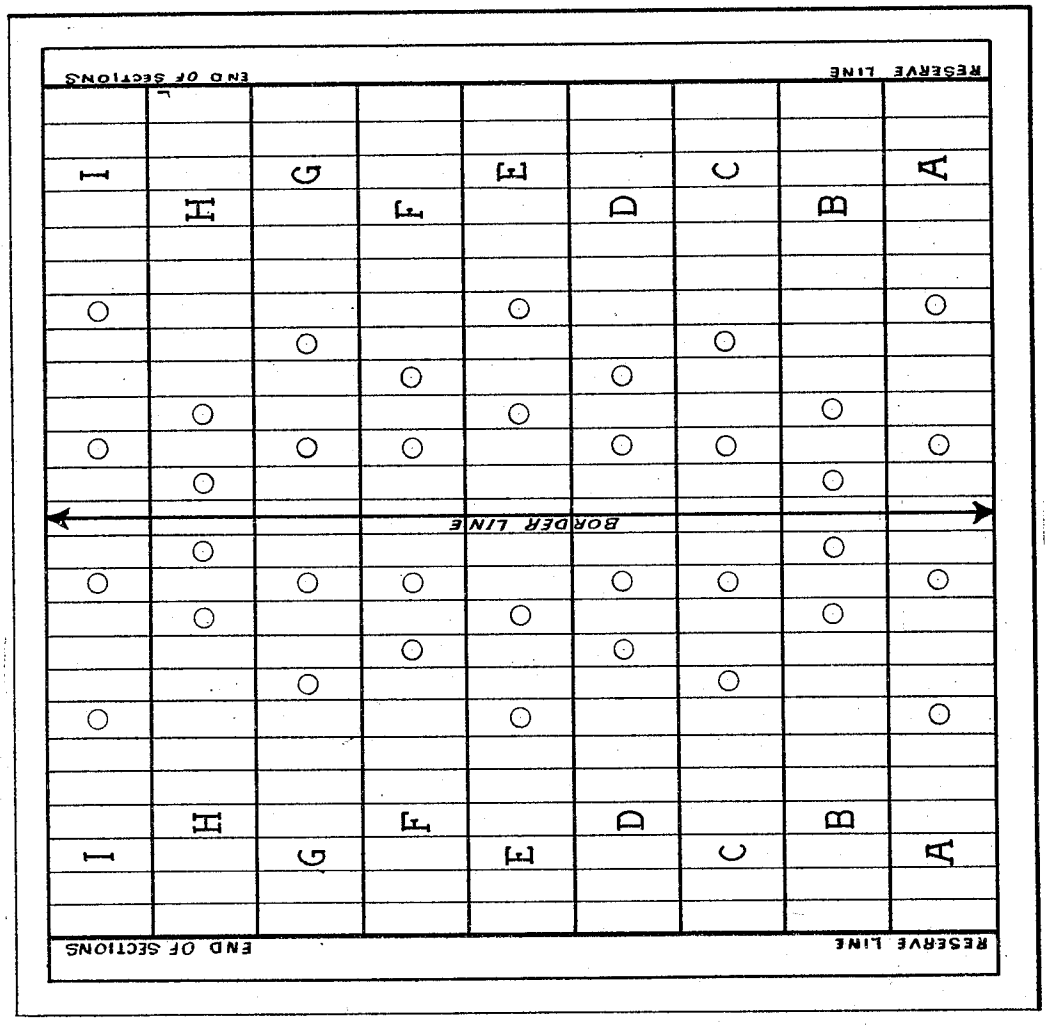


Fig. 1.

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UNITED STATES PATENT OFFICE

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GAME

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This invention relates to a game and game apparatus with which the game is to be played, the game itself and the game apparatus having the features of novelty and the advantages set out below.

The game of my invention is a "war" game which is divided arbitrarily into four successive stages or campaigns, each one dependent upon the preceding stage in the respects of the determination of the starting player and other factors. The arrangement of the game into the four stages mentioned is made in simulation of the major campaigns of the World War. The campaign of the year 1914 is represented by the first stage of the game, the campaign of 1915 to 1916 by the second stage, the campaign of 1916 to 1917 by the third stage, and the campaign of 1917 to 1918 by the fourth stage.

It is an object of the invention to provide a game of the type described in which the salient features of each of the four campaigns of the Wold War are realistically carried out in the playing of each stage of the game, the starting position of each stage of the game being corresponded to the positions of the opposing armies in the World War in the campaign represented.

It is also an object of this invention to provide a novel game apparatus including a game board or playing surface and movable game pieces for use in connection therewith, whereby the orderly playing of the game of the invention, including its successive stages, and the regulation of the movements of the game pieces in accordance with the rules set out below is accomplished.

These and other objects of the invention, its nature, and its composition, arrangement, and combination of parts will be evident to anyone acquainted with the art to which this invention relates, upon reading the following descriptions in connection with the drawing in which:—

Figure 1 is a plan view of the game board of my invention showing the arrangement and markings of the playing surface thereof.

Figure 2 is a perspective view of one of the game pieces used with the game board.

Referring in detail to the drawing, the numeral 5 refers generally to the game board which may be of any suitable construction of either stiff or flexible material. The interest of the game is promoted by providing the board fairly large, and a convenient construction is of flexible fabric such as felt, oilcloth, and similar materials.

The playing surface or field of battle, generally designated by the numeral 6, occupies the greater part of one surface of the board and is preferably square in outline and divided transversely by longitudinal lines 7 into nine sectors, corresponding to the nine principal sectors of the World War. Starting from one side of the board the sectors are denominated by successive letters of the alphabet, namely, A, B, C, D, E, F, G, H, and I.

At each end of the lines 7 there is a transverse line 8, called the "reserve line". Parallel with each reserve line is any other line 9. The areas included between the lines 8 and the lines 9 is called the "reserve zone".

A transverse line 10, extending from one side of the playing surface to the other divides the playing surface in two equal areas one assigned to each of the combatant forces. The line 10 is called the "border line".

Further, the playing surface is divided longitudinally by equally spaced transverse lines 11 into twenty-five (25) transversely extending areas. This arrangement, it will be seen, divides each of the sectors A, B, C, etc., into twenty-five transversely elongated rectangular spaces 12, twelve on each side of the border line 10, one of the spaces 12 being extended equally on each side of the border line as shown in Figure 1.

The game pieces of my invention called "armcos" to represent an army corps, typified by that shown in Figure 2 have, preferably, square bases 13, of such size that three of them placed side by side on one of the spaces 12 will completely occupy the space. An advantage of the use of the square bases is that moving the armcos in groups simultaneously as sometimes required during the playing of the game, is facilitated. The reduced portion 12 is provided to facilitate separating an armco from a group and otherwise

handling the game pieces. Of course, other forms of game pieces embodying equal susceptibility of interchangeable positioning in groups and ease of handling could be used if they be proportioned so that an alinement of three of them would occupy one of the spaces 12, and groups of them could be moved either forwardly and backwardly or to either side without spreading under ordinary circumstances.

Having described the character of game board contemplated herein, and the playing surface thereof, and the game pieces used, I will now proceed to describe the game itself, and a preferred manner of playing the game with the said game board and game pieces. A total of forty (40) of the game pieces is used in playing the game, eighteen (18) of which are of one color, and eighteen (18) of a contrasting color, and four (4) extra armcos of another color.

Although the complete game of my invention is composed of four distinct stages or campaigns as mentioned above, the sequence of and connection between the stages or campaigns is such that in reality the complete game is a unified movement toward a goal and the stages or campaigns are steps leading thereto. It is provided that the winner of the first stage or campaign shall start the play in the second campaign and that the winner of the second campaign shall start the play in the third campaign, but that the loser of first stage or campaign shall start the play in the fourth or last campaign.

Placing the game pieces

With this understanding, each player takes eighteen armcos of one color and places them to start the First Campaign on the dots or rings 15 placed as shown in Figure 1, on each side of the border line. Any desired manner of determining the player who is to open play in the first game may be employed. The starting positions of the armcos are different for the Second Campaign. In this campaign the winner places nine (9) of his armcos in sector "C" and nine in sector "H," two armcos being placed in each space 12 in each of said sectors beginning at the reserve line, the ninth armco being preferably placed in the fifth space from the reserve line, though it may be placed in the space next to the reserve line. The loser of the first game places his armcos in the first and second spaces next to and on his side of the border line, one in each of said spaces. The starting positions of the armcos for the Third Campaign differ from the starting positions in the First and Second Campaigns. In the Third Campaign each player places his armcos in the first and second spaces next to his reserve line, one in each of said spaces. The starting positions of the armcos for the Fourth Campaign are the same as the starting positions of the armcos for the Third Campaign. However, in addition to his eighteen armcos so positioned, the loser of the First Campaign, who as provided shall start the play in the Fourth Campaign, places the four (4) extra armcos in the second sector counting from his right and immediately in advance of the armcos already in position in the sector. The extra armcos are representative of the American Expeditionary Force and its injection into the World War on the side of the Allies with the well known resultant victorious preponderance of power. The various major campaigns and actions of the Great War are represented throughout the game of my invention, and the different initial positionings of the game pieces is such that given two players of nearly equal skill in playing the game, the results of the campaigns will be the same as obtained in the campaigns of the Great War of which they are representative.

The endeavor of each player of the game is to mass or concentrate armcos in selected sectors by changing them from their starting positions according to certain rules and advance the "concentrations" toward the enemy reserve line so as to push back the enemy's armcos in the selected sectors until they are forced over the enemy reserve line, the accomplishment of which is called "clearing" the sectors. Numerical preponderance only in the "concentrations" of armcos qualifies them to push back enemy "concentrations" in any sector. The armcos of a "concentration" must be "closed up" and not separated by a space or spaces. The player who first achieves a complete "concentration" of all of his armcos in any sector is credited with two (2) points. "Clearing" a sector counts one (1) point. The game is scored on a majority of eleven (11) points for each campaign.

Moving the armcos

The manner of changing the initial and subsequent positions of the armcos is common to each of the four stages or campaigns. The player whose turn it is to act must first "move" then "advance." The action of moving is a shifting of an armco or armcos either backward, forward in the same sector or to either side into next sectors. The action of "moving" is aimed at concentrating armcos in a sector. The action of "advancing" is a shifting of an armco or armcos toward the enemy reserve line. The order of shifting the armcos is always the same throughout the four campaigns, the "move," followed by the "advance." In the case of a single armco, the "move" is into a next space either forwardly, backwardly, or to either side, and the "advance" is forwardly one space. However, where there is a concentration, the advance is made at the rate of one

space for each armco in the concentration. Three armcos may occupy one space in this campaign.

In the Second Campaign the players "move" each armco two spaces in succession, or they may "move" two armcos one space each, but the rate of "advance" according to the numerical strength of the concentrations is maintained as stated above. However, more than two armcos in a space at one time is not permitted.

In the Third Campaign the players "move" each armco three spaces or may "move" three armcos one space each, following the "move" with the stated "advance." However, not more than one armco in a space at one time is permitted in this campaign.

In the Fourth Campaign the players "move" each armco four spaces or may "move" four armcos one space each, following the "move" with the "advance" as in the previous campaigns, these conditionings also applying to the four extra armcos which are introduced as above stated. In this campaign as in the first campaign three armcos may occupy any one space.

Whenever a player succeeds in "clearing" any sector, he is required to place and leave one of the armcos of the victorious concentration in the space of the sector which is next to the enemy's reserve line. The sector is then considered eliminated from further participation in the campaign. If in advancing and achieving "clearing" of a sector the player has not used up the "moves" and "advances" which the victorious concentration calls for, after placing the said one armco, he may play the remaining armcos from the border line in a sector next to the "cleared" sector, or if the next sector or sectors are occupied or cleared he may so play the said remaining armcos of the concentration from any eligible sector. There may be deadlocks between advancing and resisting forces in any sector, in which event, no score is made and play is to be resumed in other sectors or the next game commenced. The loser of a sector is entitled to use the armcos forced out of the "cleared" section into the reserve zone, in combating the "advance" of his opponent's forces in any other sector or sectors in the manner of reinforcements. It will be observed that in the game of the invention, the pieces are not moved diagonally, nor is there any capturing of game pieces, such as in checkers. Aside from the single armcos placed to designate "cleared" sectors, the entire contingents of armcos remain actively in play.

An additional two (2) points may be earned by either player during the development of the campaigns through concentrating all of his armcos in a single sector which remain after the clearing of certain of the sectors.

When it happens that armcos catch up with other armcos or concentrations of armcos, the last arrivals are entitled to carry forward with them in their "advance" the armcos overtaken. Where it occurs that a player has concentrations in adjacent or touching sections or "in contact", he is entitled to advance all of such in one inning in a general advance according to the numerical strength of each concentration. Should it develop that these concentrations are still "in contact" after making the required "moves" and "advances", the player is entitled to advance them again in this fashion in the next inning.

It is believed that the above description is sufficiently full to enable anyone acquainted with the art to which this invention relates to understand, construct, and use the game-board of my invention and play the game of the invention thereon. However, it is to be definitely understood that I do not desire to limit the application of this invention to the particular modifications set out herein to illustrate the principles thereof, and any change or changes may be made in materials and in the structure and arrangement of parts, as well as in the regulations governing the manner of use of the same, within the spirit and scope of the invention.

I claim:

1. A game apparatus comprising a playing surface having transverse lines thereon and longitudinal lines intersecting the transverse lines in a manner to define game-piece accommodating areas, in combination with a set of game pieces of such size and shape that a plurality of the same may be exactly accommodated in and cover any one of said areas.

2. A game apparatus comprising a playing surface having transverse lines thereon and longitudinal lines intersecting the transverse lines in a manner to define game-piece accommodating areas, in combination with a set of game pieces of such size and shape that a plurality of the same may be exactly accommodated in and cover any one of said areas, and a transverse reserve zone extended across either end of the playing surface.

3. A game apparatus comprising a playing surface having transverse lines thereon and longitudinal lines intersecting the transverse lines in a manner to define game-pieces accommodating areas, in combination with a set of game pieces of such size and shape that a plurality of the same may be exactly accommodated in and cover any one of said areas, said areas being rectangular.

4. A game apparatus comprising a playing surface having transverse lines thereon and longitudinal lines intersecting the transverse lines in a manner to define game-pieces accommodating areas, in combination with a set of game pieces of such size and shape that a plurality of the same may be exactly accom-

modated in and cover any one of said areas, said areas being transversely elongated.

5. A game apparatus comprising a playing surface having transverse lines thereon and longitudinal lines intersecting the transverse lines in a manner to define game-pieces accommodating areas, in combination with a set of game pieces of such size and shape that a plurality of the same may be exactly accommodated in and cover any one of said areas, and a playing surface dividing medium transversely bisecting the playing surface.

JOSEPH F. BLANCK.