W. C. FOSTER.

WAR GAME.

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1,245,096.

Patented Oct. 30, 1917.

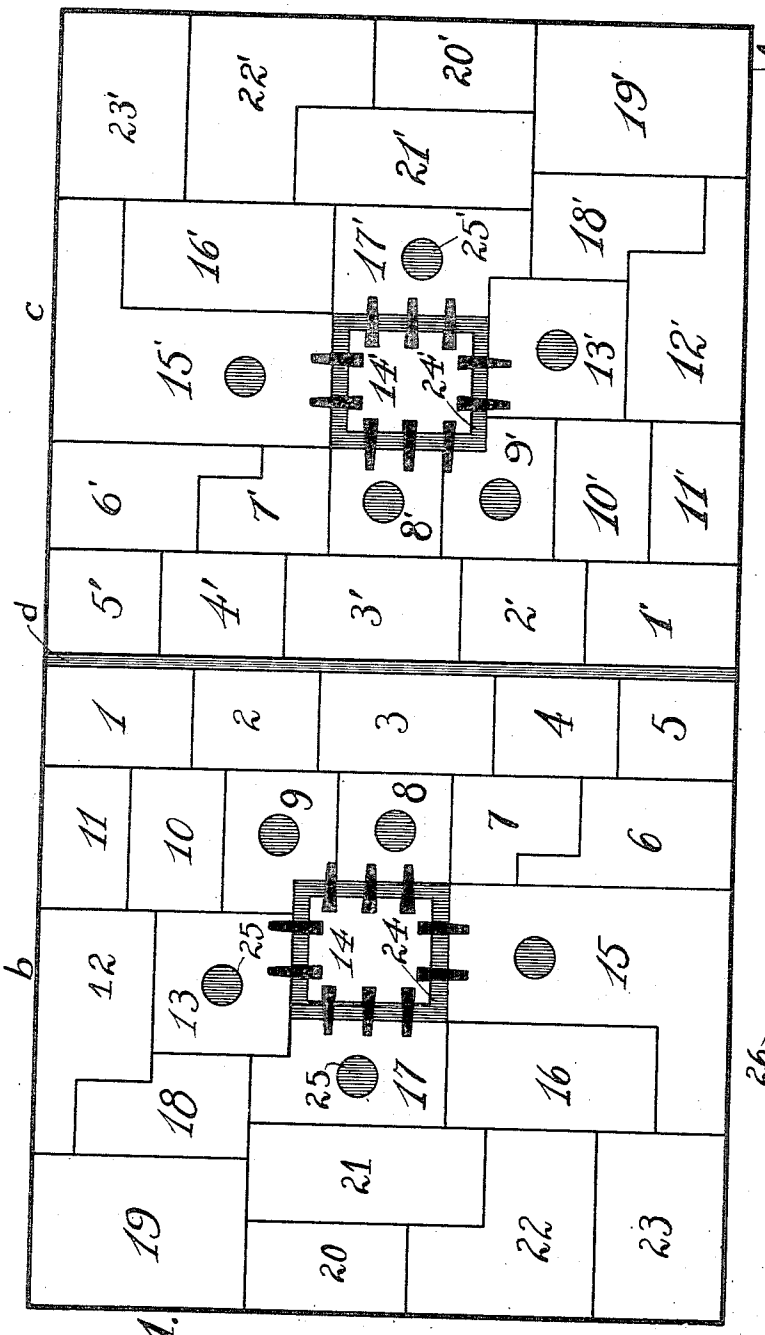


Fig. 1.

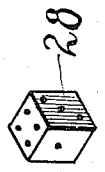


Fig. 3.

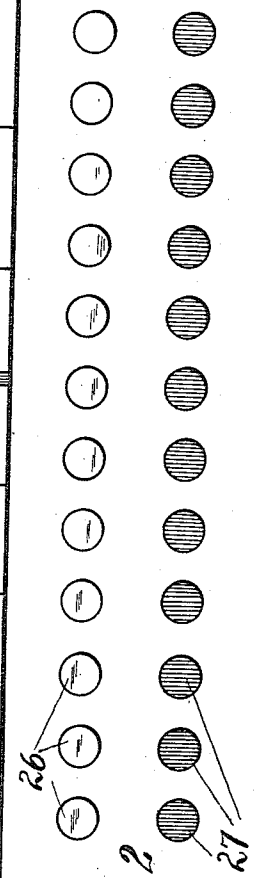


Fig. 2.

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WAR GAME.

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To all whom it may concern:

Be it known that I, WINFRED C. FOSTER, a citizen of the United States, and a resident of the city and county and State of New York, have invented certain new and useful Improvements in War Games, set forth in the following specification.

This invention relates to games, more particularly war games, and is embodied in suitable apparatus for playing the same. An object of the invention is to devise a game adaptable for play in connection with a play-field simulating or corresponding to any of the national or State demarcations of the geographical areas in the world, so that opposing forces may be represented by movable pieces, the movements of which in opposition to one another are controlled by a chance device. In carrying out the invention a play-field or play-board is provided, which is demarked by a dividing boundary line into a plurality of opposing major areas. Each major area is divided into a number of minor areas, one of which is substantially central and which is distinguishingly characterized, and the fall of which central area in the play of the game marks the close of the game. A further object of the invention is to provide apparatus for the playing of game of war with movable pieces under the combined control of both skill and chance.

The features of the invention are further pointed out in the accompanying claims which may be understood more clearly by reference to the illustrative embodiment of the invention described in the following specification and illustrated in the accompanying drawings, which form a part hereof, and in which like characters represent corresponding parts. In the drawings Figure 1 is a diagrammatic representation of a play-field; Fig. 2 is a plan view of two sets of movable pieces; and Fig. 3 is a perspective view illustrating a suitable chance device for employment in the game.

The play-board A is shown having a play-field divided into two major areas *b* and *c* by the boundary demarcation *d*. The major area *b* is divided into a number of minor areas 1 to 23, while the major area *c* is shown divided into the same number of exactly similar minor areas 1′ to 23′. The major area *b*, in its division into minor areas, roughly approximates the division of the United States west of the Mississippi river into its respective States, while the major area *c* in the embodiment illustrated is exactly the same arrangement of minor areas as *b* except that it is in the reverse order or rotated so that what is north for major area *b* is south for major area *c*. It is by no means necessary for the play of the game that the major areas such as *b* and *c* be of the rectangular shape illustrated. As a matter of fact, almost all maps of territory divided into national and State divisions are irregular, and it is not considered necessary for the play of the game to smooth out the natural irregularities, as has been done in the embodiment of Fig. 1, to make a play-board out of the United States, the west of the Mississippi *versus* the east of the Mississippi, nor is it by any means necessary to limit the designation and divisions of the play-board to the map of the United States or a modification of the same. The play-board may conform to or correspond to the map of any desired territory or to any arbitrary configuration of major areas divided into minor areas in accordance with the invention.

In the embodiment illustrated a substantially central minor area 14 for major area *b*, and 14′ for major area *c*, has a special characterization such as the indication of an artillery-defended fortress 24. This fortress represents the objective in the play of the game, and the fall of the side playing the corresponding area and the end of the game is marked when all of the minor areas immediately surrounding a fortress are occupied by the enemy's movable pieces, as for example by pieces occupying positions corresponding to the red spots 25 located in the States 8, 9, 13, 17 and 15 or by the red spots 25′ located in the States 8′, 9′, 13′, 17′ and 15′.

The movable pieces are preferably twelve in number for each player or side, and are indicated in Fig. 2 as twelve white pieces 26 and twelve red pieces 27, although it is to be understood that the coloring is immaterial, except that the movable pieces for each side should have a distinct characterization or coloring. These movable pieces may be in any suitable form such as paper or composition chips. The number of piece-movements for each play of a player may be determined by any suitable chance device

illustrated by the die 28 in Fig. 3 although, of course, any suitable well-known form of chance device would serve the purpose, it being preferred, however, that the chances be represented by numbers 1 to 6 any one of which may be indicated by the device.

Rules of play.

If the play-board A is divided into an equal number of similarly arranged parts, as in the board illustrated, there is no choice between the major areas *b* and *c*, but in the event there is a difference in the lay-out on opposite sides of the boundary such as *d*, the choice of major areas may be determined by the chance-device.

The object of the game is to surround opponent's central minor area or fortress and thereby capture it. The manipulation of the chance-device is in rotation, the first throw being determined by a preliminary throw for highest number, after five movable pieces for each side are placed in the five opposing minor areas immediately bordering the boundary demarcation *d*. The player throwing the highest number of points moves across the boundary line, forcing the man from the minor area into which he moves to retreat. For example, if red wins the move by throwing 4, he can move four times, using different movable pieces to move with, if desired, or one can be moved four times, if desired, or two can be moved, each twice, and so on. When attacked from the east, the movable piece attacked must move either north, south or west. When attacked from the west, the piece attacked must move either north, south or east. When attacked from the north the piece attacked must move either east, west or south. And when attacked from the south, the piece attacked must move either north, east or west. If any of his own pieces are in the way the player can move them to make place in the minor area in question. After each play, the player who won the highest number of points adds another movable piece, placing it next to the boundary line in one of the sections or minor areas on his own side of the boundary. If not able to do this on account of the boundary sections being occupied, he must place it in one of the sections on his own side as near to the boundary line as possible. When a piece is surrounded by the opposing player's pieces so that it cannot move into an adjoining section when attacked, it is captured, provided the player surrounding such a piece has one or more counts left so as to be able to move into the section occupied by the surrounded piece. Each piece captured in any section but those having the red circles or the forts counts 5. When captured in the sections of the red dots or in the forts it counts 10. When a fort is captured it counts 50. The piece can be moved into any section bordering the one from which it is then in. Only one piece can occupy a section at a time. The forts can only be occupied by the piece of the player who is defending that particular fort and only one disk can be placed there at a time. When a fort is surrounded by the opponent's pieces placed in the sections with the red circles, it can be captured if the opponent has a count left so as to be able to move his piece into the fort. If not, and if there is a piece in the fort and the player defending that fort wins the next throw, the piece in the fort can move out, breaking the line surrounding the fort.

It is, of course, to be understood that the rules of play outlined above are subject to many modifications as, for example, the plays might be determined by the exact number thrown by each player in rotation, rather than to be limited to the player throwing the highest number. Many other modifications of the rules of play are contemplated without in any way altering the characteristic features of the game.

A preferred feature of the division of the major areas into minor areas or sections is the irregular contour of the minor areas, so that in most instances any one minor area borders on one or more overlapping minor areas, so that, although the rules of play limit the movement of a piece to a movement from one area to a bordering area, progress may, in effect, be made northward, for example, by a piece-movement directly eastward into an area which extends farther north than the area from which the piece moved. This feature corresponds the more closely to the configuration of most political and geographic divisions of territory of the various world powers and adds interest to the play of the game, as well as providing an outlet for the individual skill of a player.

What is claimed and what is desired to be secured by United States Letters Patent is:

1. In a game apparatus, a play-field demarked into a plurality of major areas, each major area demarked into a number of minor areas including one minor area substantially central to its major area and having a distinguishing characterization; a set of movable pieces for each major area; and a chance device for determining the number of permissible movable piece moves from minor area to minor area.

2. In a game apparatus, a play-field demarked into a plurality of major areas, each major area demarked into a number of minor areas, including one minor area completely surrounded by other minor areas which bears a distinguishing characterization; a set of movable pieces for each major

area; and a chance device for determining the number of permissible movable piece moves from minor area to minor area.

3. In a game apparatus, a play-field demarked into a plurality of major areas, each major area demarked into a number of overlapping minor areas and including one minor area substantially central to its major area and having a distinguishing characterization; a set of movable pieces for each major area; and a chance device for determining the number of permissible movable piece moves from minor area to minor area.

In witness whereof I have signed my name to this specification, this 12th day of January, 1917.

WINFRED C. FOSTER.

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