G. TRIPPE.

GAME APPARATUS.

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1,282,149. Patented Oct. 22, 1918.

FIG. 1.

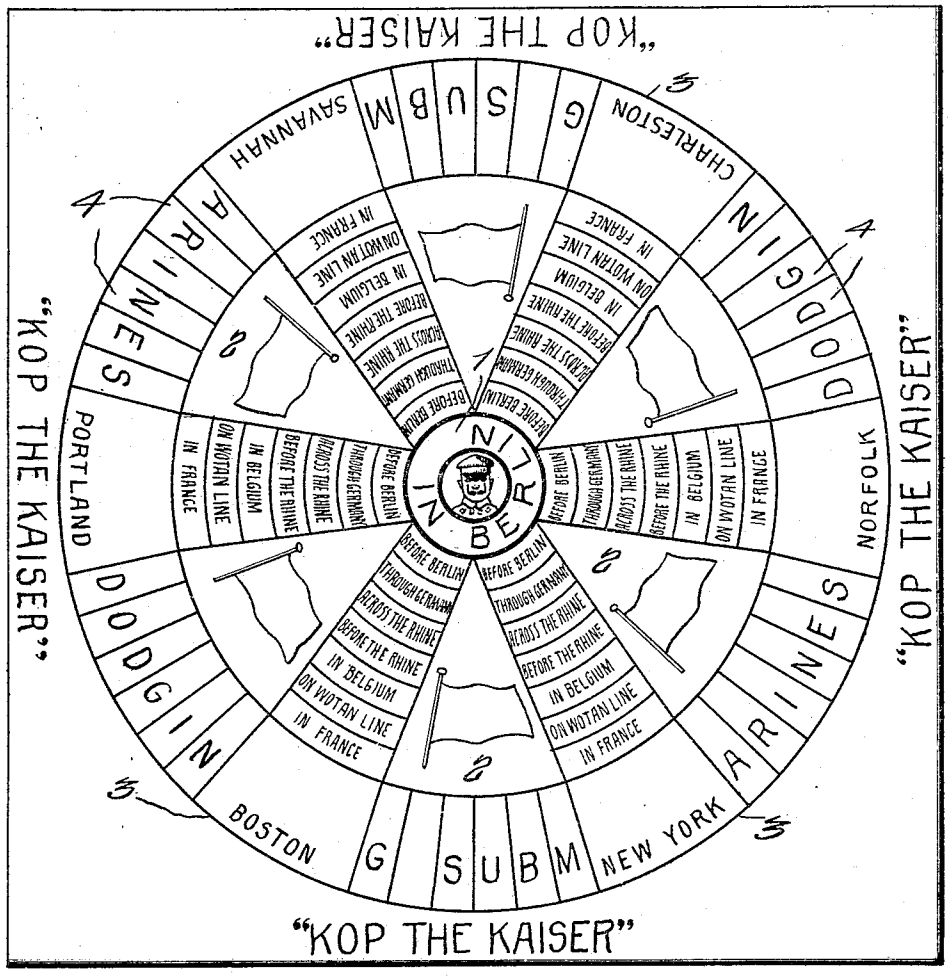


FIG 2.



FIG. 3.



WITNESSES

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GAME APPARATUS.

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To all whom it may concern:

Be it known that I, GRAHAM TRIPPE, a citizen of the United States, and a resident of Atlanta, in the county of Fulton and State of Georgia, have made an Improved Game Apparatus, of which the following is a specification.

My apparatus comprises a board or plate inscribed in the peculiar manner illustrated in the drawing. The surface of the board or plate is inscribed to indicate three particular space divisions, to wit: a central point or space which is the objective of the game; and second, a circular space or path-way surrounding and concentric with the central one; and third, a series of rows of transverse spaces extending between such central space and the said path-way.

Large spaces on the path-way are designated by names of ports—preferably American—from which divisions of an army such as infantry, cavalry, field artillery, may be embarked; and the game is to successfully manipulate the blocks bearing the names of the different army divisions, so that they may be landed in a space representing France, from which, in order to win the game, the division must successfully advance toward the central point or space indicated as "Berlin."

In the accompanying drawing:

Figure 1 is a plan view of the game-board.

Fig. 2 is a perspective view of one of the dice employed in playing the game.

Fig. 3 is a plan view of a series of blocks which may be used in playing the game, the same bearing the names of divisions of an army, to wit: infantry, cavalry, field artillery, etc.

The game-board is inscribed and sub-divided as follows:—A central point or space 1 is indicated as "Berlin," this being the objective point to be first reached, and thus captured, in playing the game. From such central space 1 radiate several, preferably six (6), rows 2 of narrow spaces, which bear names indicating different distances from Berlin, or obstacles to be overcome in marching toward Berlin. Surrounding and concentric with the central point is the circular path-way 3. At points on this path-way are inscribed the names of ports of embarkation for divisions of an army.

The names of ports of departure are indicated at the radial extremity of a spaced row 2. The large spaces in the circular path-way 3, in which American ports of embarkation appear, such as New York, Norfolk, Charleston, Savannah, Portland and Boston, are separated from each other by narrower spaces 4 in which appear letters spelling the words "Dodging submarines."

Rules of the game.

Any number of players from two (2) to six (6) may play. In this instance the board is shown adapted for six (6). Each player is supposed to have command of a division or a branch of the service represented by one of the blocks or counters shown in Fig. 3. As before intimated, the object of the game is to pass over all the obstacles offered in the radial rows of spaces 2, in order to enter the central space indicated as "Berlin." The first player effecting this wins the game, or in other words "kops the kaiser."

1st. Each player chooses a block or counter, and all the players are understood to be on an equal footing at the beginning of the game. Each player then selects a point of departure or starting point from which his army will embark, and he places the counter or block in the space thus selected, which may be New York, Boston, or Savannah, etc.

(2) In order to determine which player shall embark his army first, each player rolls or throws the dice one time, the player rolling the highest number being the one privileged to try first. If two or more players tie, they must continue rolling the dice until the tie is decided.

(3) The player winning the privilege to embark his army first again rolls the dice. If he rolls any number other than 2, 3, 7, 11 or 12, for instance 5, he is allowed three trials in which he must repeat this number, otherwise he loses his privilege to retain the dice and must surrender them to the player on his right. Should this player roll the 5, he is entitled to advance his army division five (5) spaces to the right on the path marked "Dodging the submarines." (Starting spaces are not to be counted as divisions but are skipped as the armies advance.) The aforesaid player is also entitled to retain the dice and roll again. However, should he roll on his first trial a 7 or 11, he is entitled to advance his army 7 or 11 divisions, as the case may be, at the

same time forcing the army of the player at his left to retire the same number of divisions in the opposite direction. (All army divisions to the left of the starting point are so distinguished by facing in an opposite direction to those which have passed the starting point.) Should the player on his first trial roll a 2, 3, or 12 he is defeated and forced to retire his army 2, 3 or 12 divisions to the left, as the case may be, and at the same time allowing the army of the player at his left to advance the same number of divisions. The player after rolling a 2, 3, 7, 11 or 12 and advancing or retiring his army division, as the case may be, retains the dice and again rolls subject to the rules above.

(4) The player repeats the above operations until he advances the circuit of the board, that is to say, completely around the path-way 3, thus passing the last division thereon and thereby effecting a landing in the horizontal division marked "In France." The player is not allowed to advance farther than this on this play even though the number of divisions he is entitled to advance exceed the number actually required to land his army "In France." After effecting a landing, the player conforms to the same rules as outlined above with two (2) exceptions: (1) That he cannot advance or retire through more than one of the obstacles at a time, which lie in his path to Berlin, unless at the outset or later he is forced to retreat from "In France" to "Dodging the submarines" where the same rules apply as before. (2) That he will not be forced to retire his army unless on an initial play of his own he rolls a 2, 3 or 12.

(5) Should the player's army meet with such reverses as are sufficient to force it to retire, around the circuit of the board to its orginal starting point, this army is thereby rendered *hors de combat* and must retire from the field and game defeated.

(6) The first army that enters "Berlin" "kops the kaiser," as the phrase goes, and thus wins the campaign and the game.

I claim:—

A game board having a central space which is the objective point to be reached and captured in playing the game, a surrounding pathway concentric with the central space and sub-divided into spaces bearing names of ports of embarkation for divisions of an army, and a series of rows of spaces extending radially from the central space to said pathway and bearing names indicating fortified positions which must be successively captured in order to reach the central space, as described.

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