

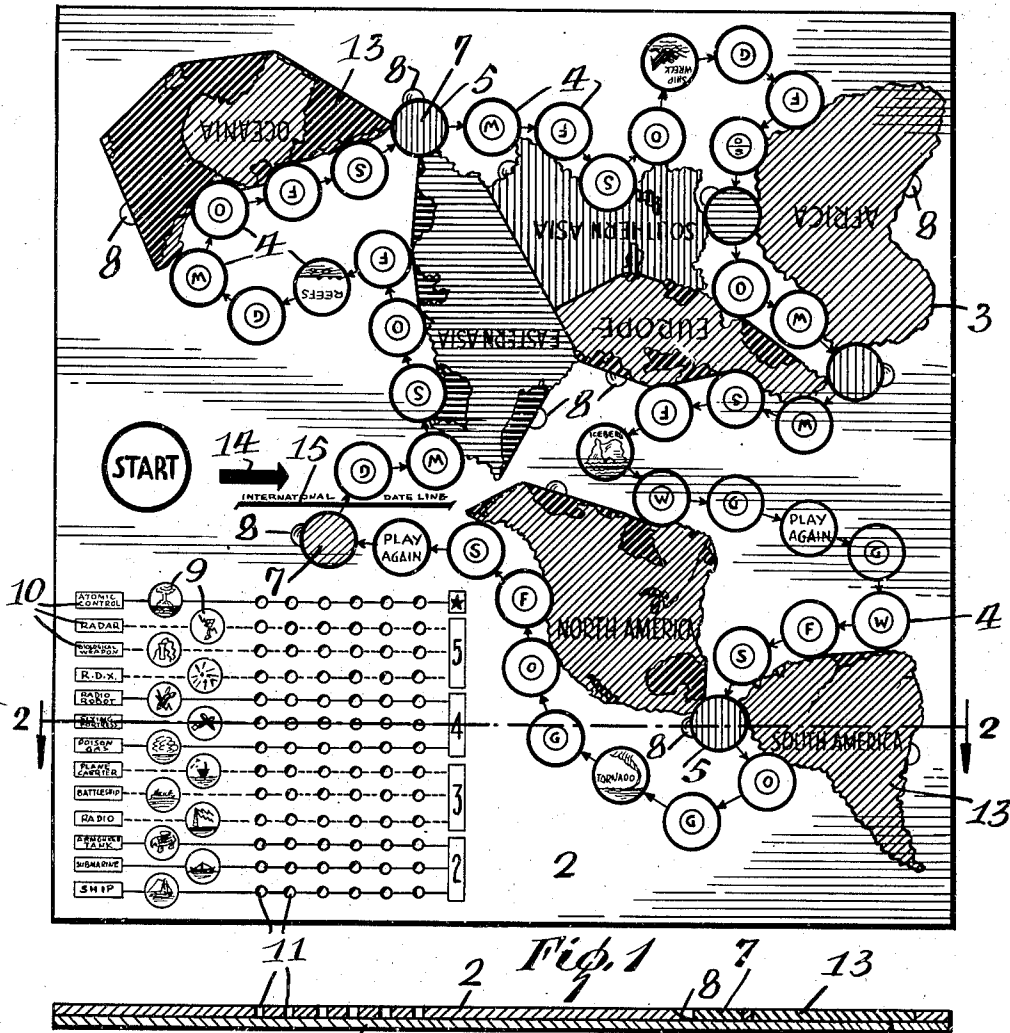
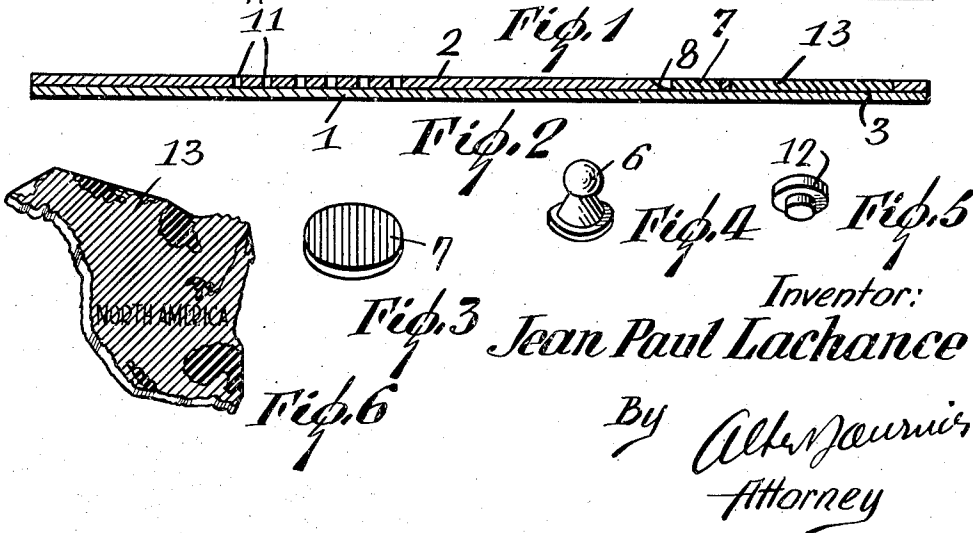
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J. P. LACHANCE

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GAME BOARD AND PLAYING PIECES FOR A GAME

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Inventor:

Jean Paul Lachance

By *Alfred Jauris*
Attorney

UNITED STATES PATENT OFFICE

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GAME BOARD AND PLAYING PIECES FOR
A GAME

Jean Paul Lachance, Montreal, Quebec, Canada

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3 Claims. (Cl. 273-134)

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The present invention pertains to a novel military game designed to be played by two or more players.

The principal object of the invention is to provide a simply constructed and fascinating game that will impart some familiarity with military terms and tactics. Another object of the invention is to provide such a game wherein the various moves are determined by chance, so that the pure playing value and excitement of a pleasurable game are not sacrificed.

In the accomplishment of these objects, the game includes a board in the form of a map having recesses in the shape of geographical areas such as continents. These areas are isolated or surrounded by paths of smaller recesses adapted to receive game pieces.

Each player is furnished with a set of distinctive game pieces and a set of distinctive cut-outs for filling the recesses representing areas. The progress of each player's game pieces along the paths is determined by a chance device such as cards or a spinner. When a player has isolated an area, he is declared the conqueror thereof. The rules of the game may require him to conquer all the areas or a specified group. Other adjuncts of the game are described hereinafter.

The invention is fully disclosed by way of example in the following description and in the accompanying drawings in which:

Figure 1 is a plan view of the game board;

Figure 2 is a section on the line 2-2 of Figure 1; and

Figures 3, 4, 5 and 6 are perspective views of the game pieces.

Reference to these views will now be made by use of like characters which are employed to designate corresponding parts throughout.

In Figures 1 and 2 is shown a game board comprising two plies 1 and 2. The lower ply 1 is solid, and the upper ply 2 is formed with recesses 3 in the shape of the several continents of the earth. The recesses are adapted to be filled with cut-outs of corresponding shape, as will presently be described.

The ply 2 has printed on its surface circles 4 forming a path that surrounds or isolates the continents or groups of continents, circles 4 alternate with recesses 5 for a purpose to be described. Each player is equipped with game pieces 6, for example six, of a distinctive color adapted to be placed on circles 4, to be advanced along the path according to directions indicated by playing cards or the like.

Each player is also furnished with a number of

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plain disks 7, for example five, also of a distinctive color, receivable in the recesses 5. These disks, positioned in the recesses according to directions, represent strategic points or military objectives.

The recesses 3 and 5 are associated with communicating smaller recesses 8 shaped to admit the finger for removing the flat cut-outs or disks therefrom.

In one of the corners of the board 2 are symbols 9 and corresponding labels 10 of various instruments of warfare. In line with each symbol is a row of apertures 11 adapted to receive plugs or markers 12 for scoring purposes.

Each player is further provided with a set of cut-outs 13 in the shapes of the several continents and adapted to fit respectively in the recesses 3. As in the case of the previously mentioned game pieces, each player has his distinctive color, in order to avoid confusion with the colors of the other players.

The game can be played by two to six players. The differently colored pieces 6 are identified by different letters in Figure 1. The progress of the game pieces is directed by playing cards or a spinner. The play starts at the arrow 14 and continues indefinitely in crossing the International Date Line 15. When a player has isolated or surrounded a continent or group of continents, he is declared the conqueror of that territory, and is permitted to fill the territory with his distinctive continent cut-outs 13.

The rules of the game can be varied and need not be specified in detail. However, it may be pointed out that the direction cards or spinner, whichever is used, may also indicate the taking of strategic areas 5 and the capture or destruction of instruments 10. The latter are scored as previously described, while the value of captured continents and strategic areas may be prescribed by a set of rules. Each player may also be furnished a number of certificates (not shown) representing potential strength or playing value, as in the game of Monopoly.

The game is won and terminated when a player captures all the continents or a given number of continents, as previously agreed. The game may be played with respect to a given nation, state or province by substitution of a corresponding map, territorial cut-outs, and paths of play.

Although a specific embodiment of the invention has been illustrated and described, it will be understood that various alterations in the details of construction may be made without

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departing from the scope of the invention as indicated by the appended claims.

What I claim as my invention is:

1. A game comprising a board having recesses in the shape of geographical areas, sets of cut-outs shaped similarly to the respective recesses for temporary insertion in and readily removable from corresponding recesses, said board also having paths separating the recesses from each other, and game pieces movable along said paths.

2. A game comprising a board having recesses in the shape of geographical areas, sets of cut-outs shaped similarly to the respective recesses for temporary insertion in and readily removable from corresponding recesses, said board also having paths of circles alternating with smaller recesses separating the first named recesses from each other, and sets of game pieces shaped similarly to said smaller recesses for temporary insertion in and removal from said smaller recesses, said game pieces base dimensions approximating those of said circles, for substantially covering said circles when set thereon.

3. A game comprising a board having recesses

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in the shape of geographical areas, sets of cut-outs shaped similarly to the respective recesses for temporary insertion in and readily removable from corresponding recesses, said board also having paths separating the first named recesses, and game pieces movable along said paths, said board having finger recesses communicating with the recesses.

JEAN PAUL LACHANCE.

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