E. FLAGG.

GAME.

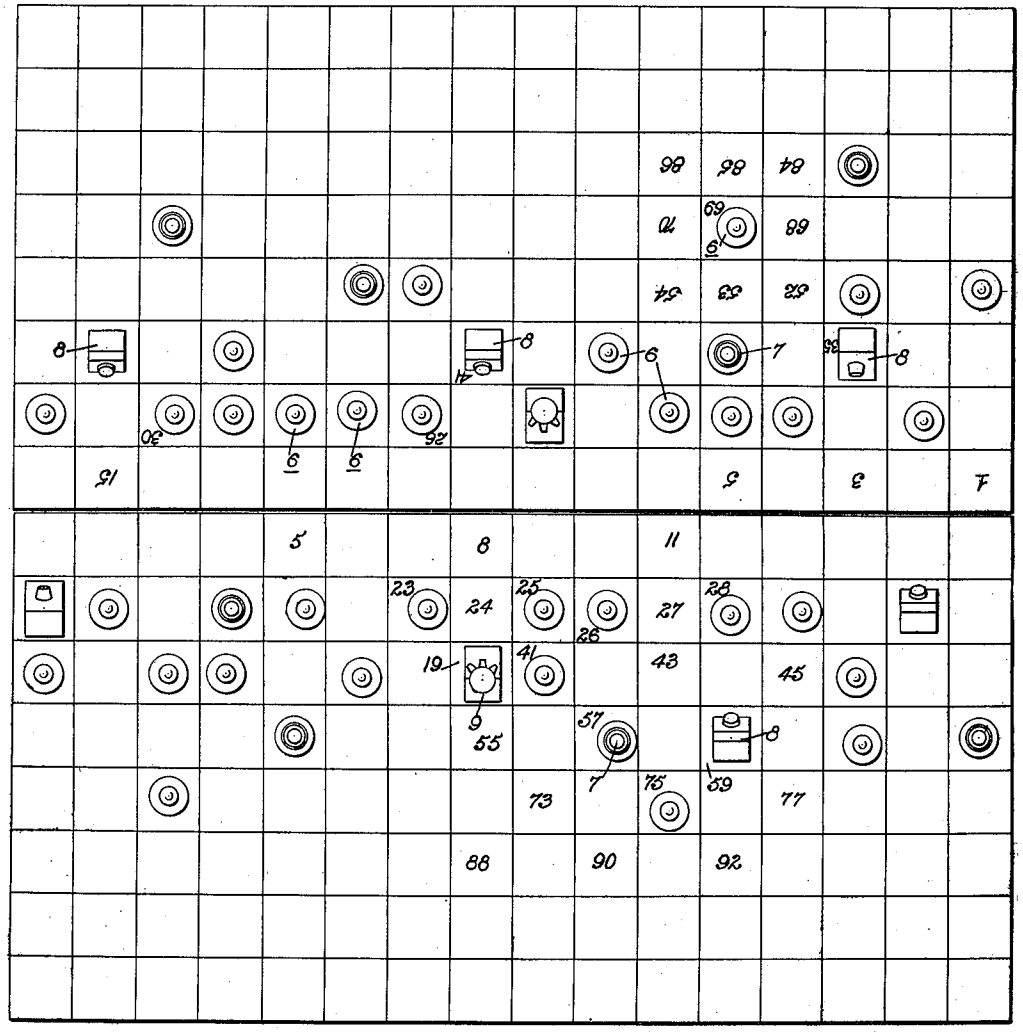
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1,295,878.

Patented Mar. 4, 1919.

2 SHEETS—SHEET 1.

Fig. 1.



WITNESSES

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2 SHEETS—SHEET 2.

Fig. 2.

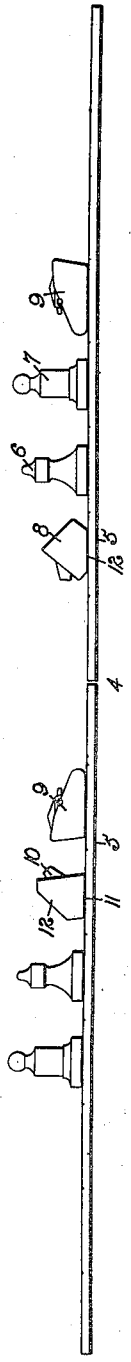
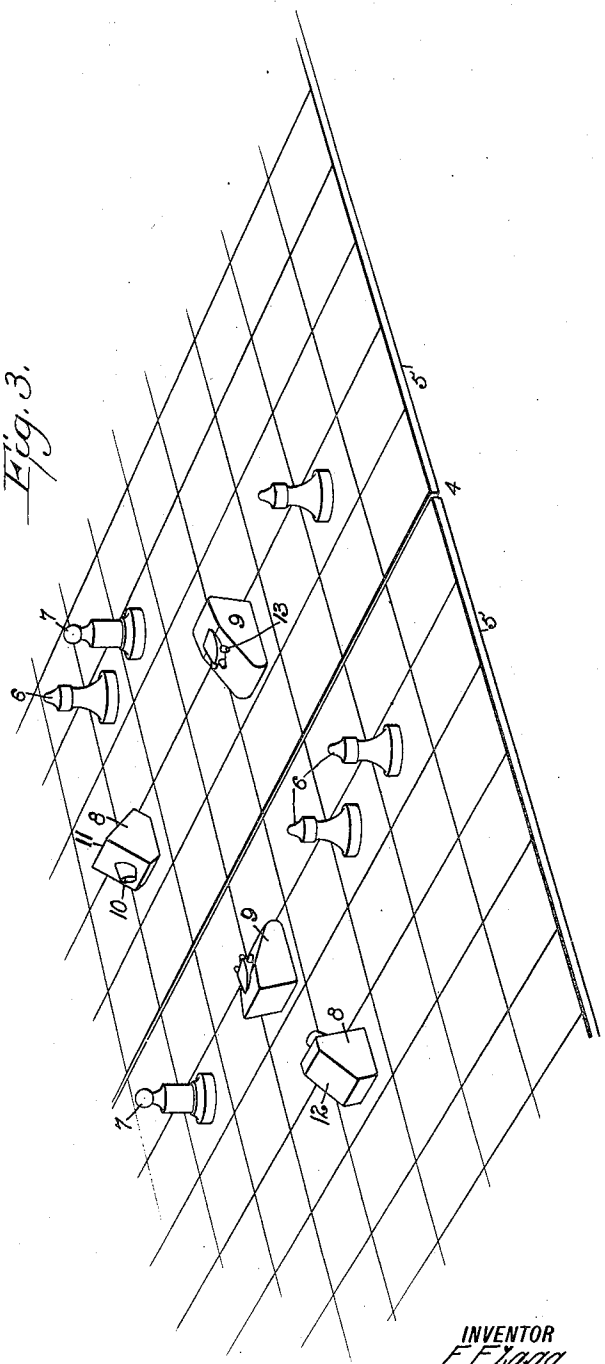


Fig. 3.



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ERNEST FLAGG, OF NEW YORK, N. Y.

GAME.

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To all whom it may concern:

Be it known that I, ERNEST FLAGG, a citizen of the United States, and a resident of the city of New York, borough of Manhattan, in the county and State of New York, have invented a new Game, of which the following is a full, clear, and exact description.

My invention relates to a war game in which the opponents are provided with identical sets of pieces which can be set promiscuously or at the whim of the players, and in which game each set of pieces represents an army, consisting of infantry, cavalry, and artillery.

An object of the invention is to provide a war game which is comparatively simple and which will stimulate thought and afford a departure from the games which have a prerequisite setting.

I attain the above and other objects of my invention by the structure conventionally disclosed in the accompanying drawings, wherein similar characters of reference indicate corresponding parts in all the views.

Figure 1 is a plan view of my game;

Fig. 2 is a side elevation, in which the pieces are grouped to illustrate the number of various pieces in each set; and

Fig. 3 is a perspective view of a fragment of the board with some of the pieces which constitute the game.

Referring to the drawings, 4 is a checkerboard formed of halves 5 which are separable to permit the setting of the pieces, or mobilization, in such a manner that the opponents do not see the arrangement until the halves are brought together. Each player can set his forces to suit himself, but cannot see the arrangement of his opponent until the game begins.

The number of squares on each half can be varied, as can also the number of pieces. The infantry force of each player preferably consists of sixteen pieces, indicated by the reference character 6. The cavalry force numbers four pieces, marked 7. The artillery is represented by three pieces, marked 8; and the tank is marked 9. Each artillery piece 8 has a tip 10 and two faces 11 and 12 so related to the tip that it can be pointed downwardly when set on the face 12, which is the lower range of the artillery piece, and upwardly when set on the face 11, which is the higher range of the artillery piece. The purpose of same will appear hereinafter. The tank 9 has three tips 13 having a fixed range, which will be explained further.

An infantry piece moves one square in any direction, but takes at right angles only. That is to say, the piece 6 in the upper part of Fig. 1 can move from the square 69 to the squares 52, 53, 54, 68, 70, 84, 85 and 86; but it can only take on squares 53, 68, 70 and 85.

A cavalry piece 7 moves and takes in any direction. It moves over one or two squares but takes only when moving one square. As, for example, the piece 7 in the lower part of Fig. 1 can move from square 57 to squares 24, 26, 28, 55, 59, 88, 90 and 92; but it can take only on the squares bounded by squares 41, 43, 73 and 75.

When a gun is resting on the surface 12 it is supposed to bear on the second square of the board. For example, the piece 8 on square 35 in the upper half of Fig. 1 points on the square 3 of the same half of the board. By moving it diagonally it may be made to point on square 1 or square 5, depending on the direction; and when resting on the face 11, that is, having the tip 10 elevated, it covers the third square beyond the one it occupies in the direction aimed. As, for example, piece 8 on square 41 in the upper half of Fig. 1 covers the square 8 in the lower half of the board. By moving said piece 8 diagonally, it may be made to cover the square 5 or square 11, depending on the direction. It may be aimed in any direction in which it can move. Artillery pieces move and take one square in any direction. For example, the piece 8 on square 59 can move and take on the squares bounded by the squares 43, 45, 75 and 77. A piece moving on to a square upon which a gun of the opposing party bears is forfeit if claimed before the next move. When a gun is made to bear on the enemy's piece, that piece must be moved immediately or become forfeit. When pieces are won in this way the gun is not moved, and the taking does not constitute a move; but change of aim, range or both, except when moving, constitutes a move.

The guns of the tank cover the adjacent squares on to which they point. For ex-

ample, the tank 9 on the square 19 in the lower half of Fig. 1 covers the squares 23, 24 and 25. It can move and take only in the direction of a pointing gun. It can not be taken by either cavalry or infantry pieces, but it can be taken by artillery pieces.

When two or more pieces of cavalry, infantry or both stand side by side on the same row, they may all move together as a single move, each piece moving and taking as if moved singly in the general direction; but when cavalry moves with infantry it must keep pace with it, both in moving and taking. That is to say, the pieces 6 located on the squares 26 to 30 inclusive can be moved as a unit to the squares 10 to 14 inclusive, or 11 to 15 inclusive, or 27 to 31 inclusive, or 25 to 29 inclusive, etc.

Any of the squares of each half of the board may be mined by taking down the numbers of those squares before the game starts; and when the enemy's piece occupies such a square it is forfeit.

The object of the game is to bring a cannon to the back row of the enemy's side and maintain it there during a single move.

I claim:

1. In a game, a checker-board and two sets of identical figures, each set comprising a plurality of pieces of infantry, cavalry and artillery, each of said artillery pieces having a tip and surfaces associated with said tip to present the same at different levels, substantially as and for the purpose set forth.

2. In a game, a checker-board and two sets of identical figures, each including a figure representing a tank, said tank having a plurality of tips pointing on predetermined squares of the board, substantially as and for the purpose set forth.

3. In a game, a checker-board, two sets of identical figures, each set comprising, among others, pieces representing artillery, said artillery pieces having faces disposed obliquely so that said pieces can be supported on either of the faces on the checker-board.

ERNEST FLAGG.