D. HORVITZ.

GAME APPARATUS.

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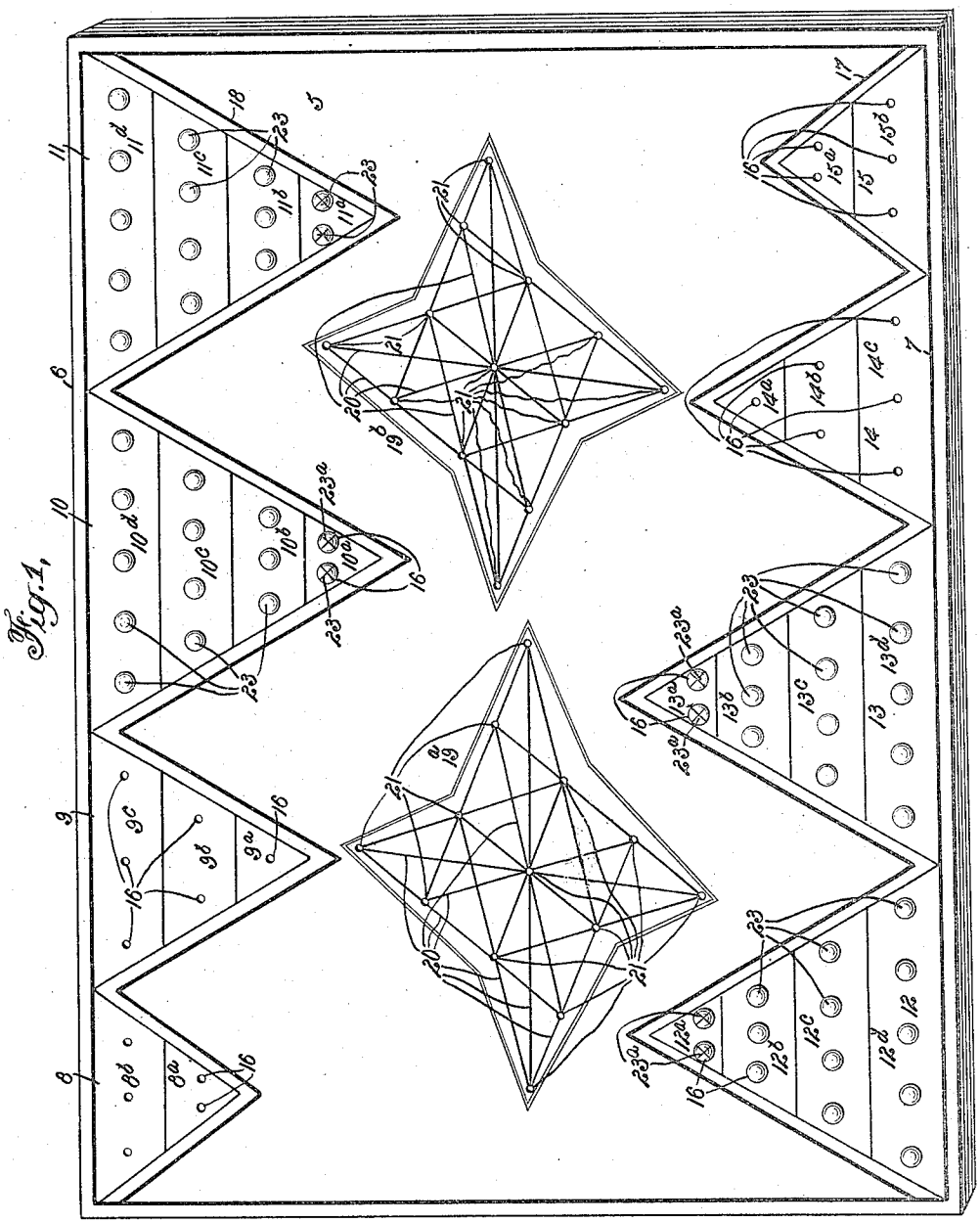

Fig. 1.

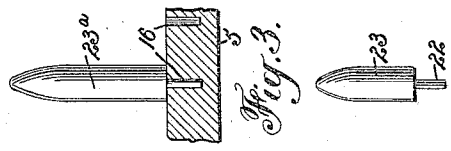

Fig. 2.

Fig. 3.

WITNESSES

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GAME APPARATUS.

1,215,154. Specification of Letters Patent. Patented Feb. 6, 1917.

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To all whom it may concern:

Be it known that I, DAVID HORVITZ, a citizen of the United States, and a resident of Detroit, in the county of Wayne and State of Michigan, have invented a new and Improved Game Apparatus, of which the following is a full, clear, and exact description.

My invention has for its object to provide a game apparatus with which may be played a new and interesting game of a military character, the apparatus being so arranged that many offensive and defensive plays may take place under various conditions.

Additional objects of the invention will appear in the following specification, in which the preferred form of the invention is disclosed.

Reference is had to the accompanying drawings, in which similar reference characters denote similar parts in all the views, and in which—

Figure 1 is a plan view of the game board used in playing my game;

Fig. 2 is an enlarged sectional view illustrating the manner in which the pieces may be held in place on the board; and

Fig. 3 is a side elevation of one of the pieces used in playing the game.

By referring to the drawings, it will be seen that a game board 5 is provided, having sides 6 and 7, four positions 8, 9, 10 and 11 being shown on the side 6 of the board, and four positions 12, 13, 14 and 15 being shown on the other side 7 of the board. The positions 8, 9, 10 and 11 are spaced from the positions 12, 13, 14 and 15, so that there is a considerable space on the board between the positions, these positions being preferably V-shaped. The positions 8 and 15 are each provided with two sections, the sections in position 8 being indicated by 8^a and 8^b, and the sections in position 15 being indicated by 15^a and 15^b. The positions 9 and 14 are each provided with three sections, the sections in position 9 being indicated by 9^a, 9^b, and 9^c, and the sections in position 14 being indicated by 14^a, 14^b, and 14^c. Each of the positions 10, 11, 12 and 13 has four sections. The sections in position 10 are indicated by 10^a, 10^b, 10^c, and 10^d; the sections in position 11 are indicated by 11^a, 11^b, 11^c and 11^d; the sections in position 12 are indicated by 12^a, 12^b, 12^c and 12^d, and the sections in position 13 are indicated by 13^a, 13^b, 13^c, and 13^d. The sections 15^a and 8^a each have two stations 16; the sections 15^b and 8^b each have three of the said stations 16; the sections 14^a and 9^a each have one station 16; the sections 14^b and 9^b each have two stations 16; the sections 14^c and 9^c each have three stations 16; the sections 13^a, 10^a, 12^a and 11^a each have two stations 16; the sections 13^b, 10^b, 12^b and 11^b each have three stations 16; the sections 13^c, 10^c, 12^c and 11^c each have four stations 16; and the sections 13^d, 10^d, 12^d and 11^d each have four stations 16.

The positions 12, 13, 14 and 15 are separated from the remainder of the board by a line 17, and the positions 8, 9, 10 and 11 are separated from the remainder of the board by a line 18. Between the lines 17 and 18 there are two figures 19^a and 19^b which represent trenches. Each of these figures 19^a and 19^b is composed of a plurality of lines 20 which cross each other, with certain of the meeting points of the lines representing central positions indicated by 21. At the stations 16 and also at the positions 21, orifices are made in the board, as best shown in Fig. 2 of the drawings, so that pins 22 on pieces 23 may be disposed in the said orifices to keep the pieces 23 at the stations 16 to which they are moved, and also at the positions 21. There are two sets of pieces, there being 28 pieces in each set. Four of the pieces 23^a in each set are referred to as "generals," and the remainder of the pieces are referred to as "soldiers."

When playing the game, one set of pieces is disposed in the stations in the positions 12 and 13, and the other set of pieces is disposed in the stations in the positions 10 and 11. The pieces 23^a are disposed in the stations in the sections 12^a, 13^a, 10^a and 11^a, as shown in the drawings.

The pieces are moved, and the game is played in accordance with the rules, which are as follows:

The players move alternately, each player having one move. When a player takes a piece 23 representing a soldier, or a piece 23^a, representing a general, out of one of the orifices, it is necessary for the player to move the piece to another orifice. Filling the orifices 16 in a section in position 12, 13, 10 or 11 on the player's side of the board does not count in the playing of the game, since it is merely a move. A piece 23^a, indicating a general, may be moved to any position at any time, backward or forward. A piece 23, indicating a soldier, may be

moved forward from section to section only in the sections 12 and 13, or 10 and 11 on the player's side of the board, or to any station in the positions 14 and 15, or 8 and 9 on the player's side of the board, or to any station in any of the sections of the opposing player's side of the board, or to any position 21 indicated in figures 19 which represent trenches. A piece 23, representing a soldier, may be moved out of the positions 12 and 13 or 10 and 11 on the player's side of the board, but after once being moved from the said position, the piece indicating a soldier, may not be returned to the said position. A piece 23, representing a soldier, may not be moved from one of the positions 12 or 13 to the other, or from one of the positions 10 or 11 to the other on the player's side of the board. If a player moves a piece 23, indicating a soldier, across the line 17 or 18 on his side of the board, he may not move back across the said line.

A soldier can be moved from one position 21 to another position 21 in trenches 19^a and 19^b, but cannot be moved from 19^a to 19^b or from 19^b to 19^a.

When a player succeeds in placing three or four of his pieces 23 or 23^a in a straight line next to one another in one of the trenches indicated by the reference character 19^a or 19^b, or if a player succeeds in filling a section other than a section in the positions 12 and 13, or 10 and 11, on his side of the board, the player must mention the fact before removing his hand from the last piece which he plays; otherwise, the player will forfeit his move, and in that case the pieces remain in the position to which they have been moved, and the opposing player does not sacrifice any men. The player may move his pieces 23 or 23^a from section to section, or from one of the positions 14 and 15 to the other, or from one of the positions 8 and 9 to the other, on his side of the board, but, as stated, if a player moves across his line 17 or 18, he cannot move his piece back, it being necessary in every case to play the piece moved across the line 17 or 18 in one of the trenches 19^a or 19^b, or in one of the player's opponent's positions. When a player moves a piece 23, indicating a soldier, across his opponent's line 17 or 18, the piece may be subsequently moved from section to section in one of the opposing player's positions, or from one of the opposing player's positions to the other; but after a piece has once been moved across the opposing player's line 17 or 18, it cannot be returned to one of the player's positions, neither may it be moved back to one of the trenches 19^a or 19^b.

When a player succeeds in getting three of his pieces 23 or 23^a next to each other in positions 21 in a straight line in one of the trenches 19^a or 19^b, the player may request his opponent to give to him one of his pieces 23^a, indicating a general, the opposing player having the privilege of selecting the general which is to be forfeited. If the opposing player has no pieces 23^a left, it will be necessary for him to forfeit three pieces 23, indicating soldiers, the opposing player having the privilege of selecting the three pieces 23 which are to be removed from the board.

If a player succeeds in placing four pieces 23 or 23^a in a straight line in positions 21 in one of the trenches 19^a or 19^b, he may demand from his opponent one piece 23^a, indicating a general, or, should the opposing player's pieces 23^a all be removed from the board, the player may demand four pieces 23, which the opposing player may select and remove from the board.

If a player succeeds in filling a section in one of his positions 14 and 15, or 8 and 9, or any section in one of the opposing player's positions, it counts in his favor. If the section thus filled has two stations 16, the player may have his choice of one of the opposing player's pieces 23^a, if any should be left, or the same number of soldiers as the number of stations which have been filled in the section. The player filling any of the said sections, has the right to select the piece 23^a or the piece 23 belonging to the opposing player, from any position on the board. However, should a player fill a section having only one station, the player may only remove a piece 23 from the board, since in such a case the player is not entitled to the removal of one of the pieces 23^a belonging to the opposing player.

The player who loses all of his pieces 23 and 23^a, loses the game.

Having thus described my invention, what I claim as new, and desire to secure by Letters Patent, is:

1. In a game apparatus, a game board having opposite sides at each of which there are a plurality of positions, the positions being each composed of a plurality of sections with stations therein, the number of stations in each section being different from the number of stations in adjacent sections, and two sets of pieces.

2. In a game apparatus, a game board having opposite sides at each of which there are a plurality of positions, the positions being each composed of a plurality of sections with stations therein, the number of stations in each section being different from the number of stations in adjacent sections, there being a plurality of lines between the positions at one side of the board and the positions at the other side of the board, the said lines crossing each other and having positions indicated thereon at certain meeting points of the lines, and two sets of pieces.

3. In a game apparatus, a board having opposite sides between which there is shown a figure representing trenches and having a plurality of rows of central positions, certain of the rows of positions crossing each other.

4. In a game apparatus, a game board having opposite sides at each of which there are a plurality of positions each composed of a plurality of sections, there being a figure representing a trench between the said positions at the sides of the board, the figure having lines crossing each other and having central positions indicated at certain meeting points of the lines, and two sets of pieces.

5. In a game apparatus, a game board having two opposite sides at each of which there are a plurality of positions each composed of a plurality of sections, there being disposed between the positions a plurality of figures representing trenches, each figure having a plurality of rows of indicated central positions which cross each other.

6. In a game apparatus, a board having two opposite sides at each of which there are a plurality of positions each composed of a plurality of sections with stations marked on the sections, and a plurality of figures at the center of the board and indicating trenches each of the said figures having a plurality of central positions indicated thereon in rows which cross each other.

7. In a game apparatus, a game board having two opposite sides at each of which are a plurality of positions each composed of a plurality of sections, there being disposed between the positions a figure representing a trench and having a plurality of rows of indicated central positions which cross each other.

DAVID HORVITZ.

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