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E. C. BOWIE

2,290,669

GAME

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FIG. 1.

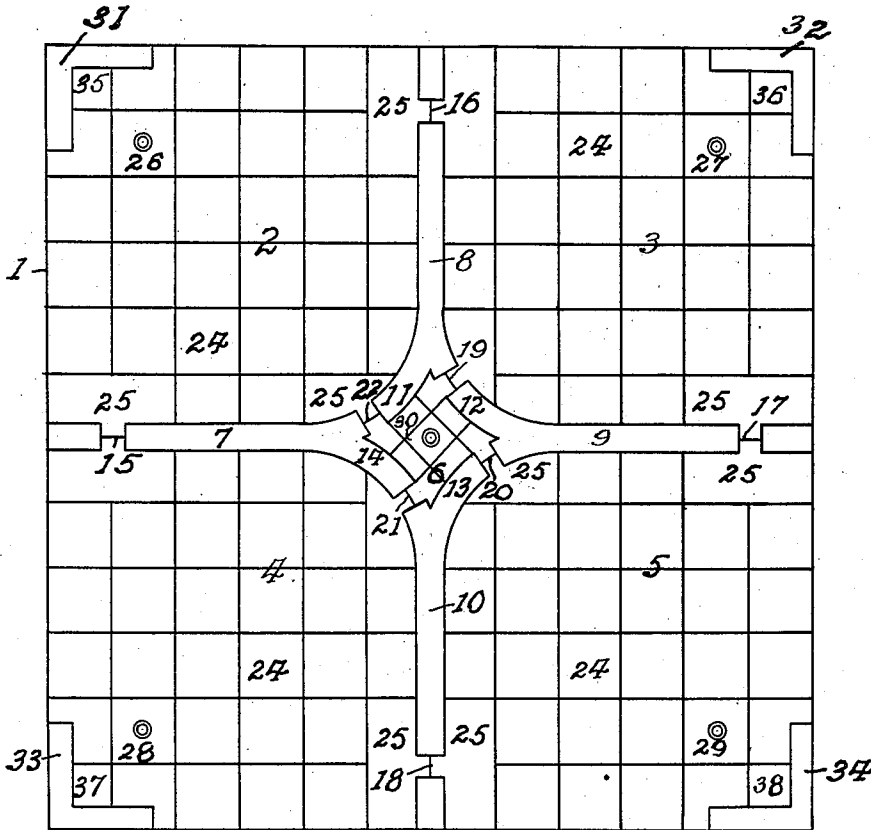


FIG. 3.

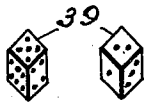


FIG. 2.

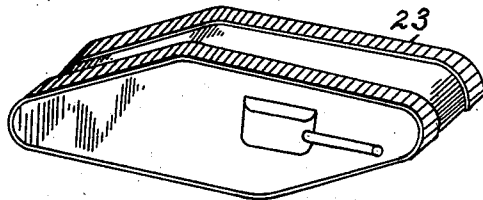


FIG. 4.



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GAME

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1 Claim. (Cl. 273-134)

This invention relates to a game apparatus designed particularly for the playing of a game in simulation of maneuvers executed during war-time, wherein different players move various units to combat, take possession of land and capture each other's units or force them to retire.

The primary object of the game is the provision of a game board or playing field simulating different countries each with its own capital, rivers, bridges and other obstacles or fortifications which may be set up to assist or hinder combating forces.

A further object is the provision of units to be moved by the players and herein simulating tanks of which each player has six and the movements of which determine the outcome of the game.

A further object of the game is the provision of markers herein set forth as triangular pieces which are used in the furtherance of the movement of the combat forces and in accordance with the laws of chance.

A further object is the provision of some means of determining the movements of the units and which is herein set forth as a pair of dice.

A still further object is the provision of a game which combines the movements of combating forces with the natural divisions of geography and the separation of the warring countries, which allow a choice in the pursuit of the game, the goal being one of several dispositions of the units to win the game.

A still further object of this invention is the provision of a game in which the players cast the dice and depending upon the throw of the dice are allowed to make a decision, that is are given the choice of making one of several moves, thus making the game a study of the opponents' position, their own position and the relation of their own units to those of their opponents.

The invention is illustrated in the accompanying drawing in which:

Figure 1 is a plan view of the playing board in reduced size.

Figure 2 is a perspective view of one of the units used in playing the game, greatly enlarged.

Figure 3 is a view of the chance determining elements.

Figure 4 is a view of one of the units used in marking the playing board to show the advance of the playing units.

The apparatus used in playing the game may be described as follows:

A playing board 1 is divided into four substan-

tially equal spaces 2, 3, 4, and 5 representing four hostile countries, and a central space 6 representing a neutral country. These spaces are separated from one another by elongated spaces 7, 8, 9, and 10 representing rivers or barriers, while the central space is separated from the other spaces by a continuance of the elongated spaces to arcuate shaped areas 11, 12, 13, and 14 also representing rivers or barriers. Each of these elongated spaces as well as the arcuate shaped areas are provided with passages 15, 16, 17, 18, 19, 20, 21, and 22 representing bridges or passes across the bridges or through the barriers, through which the playing units may move. There are provided for each player six playing units represented here by tanks 23. The game board is further marked or divided into squares 24 which are generally located over the entire board and areas 25 which are located adjacent the bridges or passes. One of the general squares 24 in each of the spaces 2, 3, 4, and 5 is designated by some distinguishing mark as squares 26, 27, 28, and 29 of spaces 2, 3, 4, and 5 respectively to represent capitals of the several hostile countries, while the neutral country 6 has as its capital the central square 30.

The board is further divided or partitioned into four corner areas or bases 31, 32, 33, and 34 which represent the starting place or base for the playing units or tanks 23. Each of these bases has adjacent thereto one of the squares 24 which may be termed a base square, there being one for each base designated, 35, 36, 37, and 38. The purpose of these squares will be apparent when the method of playing the game is described.

The further apparatus needed in the playing of the game consists of a pair of dice 39 and triangular shaped pieces 40. There are six tanks or playing units for each player making twenty-four playing units in the game. These playing units in groups of six are colored so as to be distinguishable over those of another player. These colors are of course arbitrary and for purpose of illustration we will select red, black, yellow and blue. The small triangular pieces which are of a number in excess of the squares on the board are also divided into four groups having the same colors as the playing units. The board may be of any color other than one of the four colors selected for the units and triangular pieces or markers but we prefer to have a light green board with darker green lines or division marks.

The game is played as follows:

The number of players may be two, three or

four and the determination of the position or color is determined by casting the dice, the high number having choice over the lower number. Should there be only two players only half of the board is used together with the central section, that is the players are only eligible to play on their own country, their opponents' country and the neutral country. The same rule follows for three players, one space not being used. The central space or neutral country is used with two, three or four players. The game will be described as though four players were playing, but the same rules govern the playing of two or three players with the elimination of the unused spaces.

After the disposition of the playing units the players take their position behind their own countries represented by the different spaces 2, 3, 4, and 5 and arrange their playing units or tanks in position within the bases.

The play is started by the player winning the choice of colors and continues by the other players in succession, each player having one cast of the dice which is then passed on to the next player. The movement of the playing units or tanks is determined by the cast of the dice, as follows: the numbers 2-5 inclusive on the dice entitling the player to one move backward; the numbers 6-8 inclusive entitling the player to one move either forward or backward; the numbers 9 and 10 giving two moves and 11 and 12 giving three moves either forward or backward. These moves may be distributed among the several playing units or tanks it not being necessary to move one tank the entire total number of moves the player is entitled to. These moves are obligatory except in one position of the tanks which will be later described.

Tanks are moved from the base only on forward moves, a cast of 11 or 12 entitling the player to advance one unit three spaces or start three separate tanks from the base. After once having left the base the tanks are never returned there until after the completion of the game, the tanks moving backward only as far as the base squares, 35, 36, 37 and 38.

The tanks or playing units are moved on the squares vertically or horizontally at the discretion of the player and according to his prearranged plan of combat. When any one square is occupied by at least two playing units of the same color that color or player is said to take possession of that square and it becomes his country and is marked by one of the triangular pieces of the same color as the two tanks, thus indicating the land is held by the player of that color according to the rules of the game.

The object of the game is attained in one of two ways which gives the player latitude in determining the course he will pursue to win the game. A third way of winning the game is possible but is a negative win although counting a win the same as either of the other ways. The game is won by the player first taking possession of all the land of one space, that is has a possession piece or triangular piece of his color on all of the squares of one of the countries; or, takes possession of three of the capitals including the capital of the neutral country, that is has his colored possession pieces on either three capitals of the warring countries or two of the warring countries and the capital of the neutral country. It is also possible to capture the other players' tanks and should a player lose five of his tanks he is retired from the game and should three of

the players be retired from the game the remaining player wins.

The playing units are moved about the board taking possession of the land by occupying each square with at least two units and then marking it with a possession piece. Should the land already have a possession piece of another color thereon said color is removed upon the entry of two tanks onto that land and a possession piece of the color of the invading tanks placed thereon. Only the playing units of one color may occupy the same square at one time, but as many of these units up to six may be on one square.

With relation to the capture of opponents' units, a single tank may be captured only by an overwhelming force, thus if three tanks of a single color move on an adjacent square containing a single tank of a different color that tank is captured and removed from the board, also should the square containing the single tank be in possession of the player having the color of the single tank his possession piece is removed and a possession piece of the color of the three tanks is placed thereon. However should the square be in possession of a third color this possession piece is not disturbed. Should five of the tanks of a single color be captured the player having that color is retired from the game and the remaining tank together with all of his possession pieces are removed from the board. Units are also captured if they are surrounded by the enemy or blocked by opponents' pieces (that is playing units) so as to render it impossible for the surrounded unit to move to an adjacent square.

Should three tanks of the same color and on the same square be adjacent to two tanks of the same color, the two tanks are forced to move backward if possible and if not possible they must move laterally, and the possession piece of the retiring two tanks is removed and a possession piece of the color of the three tanks is placed on the square from which the two tanks moved.

When the player throwing the dice, casts so that he must move backward, he must move the unit farthest advanced in a foreign country backward towards his base along the shortest possible route to that base. In the event there are two routes of equal length available the player has the choice. When there are no units in a foreign country the unit farthest from the base must be moved backward along the shortest possible path towards that base.

The only square upon which a possession piece may be placed in the neutral country is the capital or central square. All squares have the same value regardless of size. It may be of advantage to name the several countries or spaces 2, 3, 4, 5, and 6 to avoid confusion in playing the game. Of course these names may be chosen by the players arbitrarily before beginning the game but to identify said countries they may be named as follows, space 2, Catan; space 3 Lecan; space 4, Amian; space 5, Foran, and the center space 6, Yunan.

The game thus provides most of the movements of units of combating forces, the strategy of advancing in groups or singly and the occupation of territory thereby furnishing entertainment which may be enjoyed as well by grown-ups as by children.

What is claimed as new is:

A game board divided into four substantially equal playing areas, the playing areas being divided by definitely defined spaces each present-

ing a simulated barrier between the playing areas, the game board having a central playing space defined by a continuation of all the simulated barriers with such continuation of the simulated barriers also defining simulated barriers for the central space, each simulated barrier for the playing areas being interrupted at a point remote from the central space to provide playing passages from one playing area to another such area,

5 the simulated barriers of the central space being formed to provide an entrance passage from each playing area to the central space, each playing area being divided into squares by lines at right angles to the simulated barriers dividing such playing areas, with such lines of one playing area being in alignment with those of an adjacent playing area.

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