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(54) **BOARD GAME**

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(76) **Inventor: Joel Garcia, Toronto (CA)**

(57) **ABSTRACT**

(21) **Appl. No.: 13/435,661**

There is disclosed a battle game for playing among several players. The game includes a playing surface having equal playing squares on a board. The game further includes a resource zone sub-board for each player, each resource zone sub-board configured to be placed on top of the playing surface. Each of the resource zone sub-boards has a plurality of playing squares, the resource zone sub-boards each being configured such that the playing squares of the resource zone sub-boards overlap corresponding playing squares on the playing surface immediately below. The game further includes a plurality of adjustable gaming pieces for each player, each adjustable gaming piece having an adjustable member which can be physically manipulated to change an indicia for indicating the value of the adjustable gaming piece when playing the battle simulation game. Each of the adjustable gaming pieces being dimensioned to fit the playing squares.

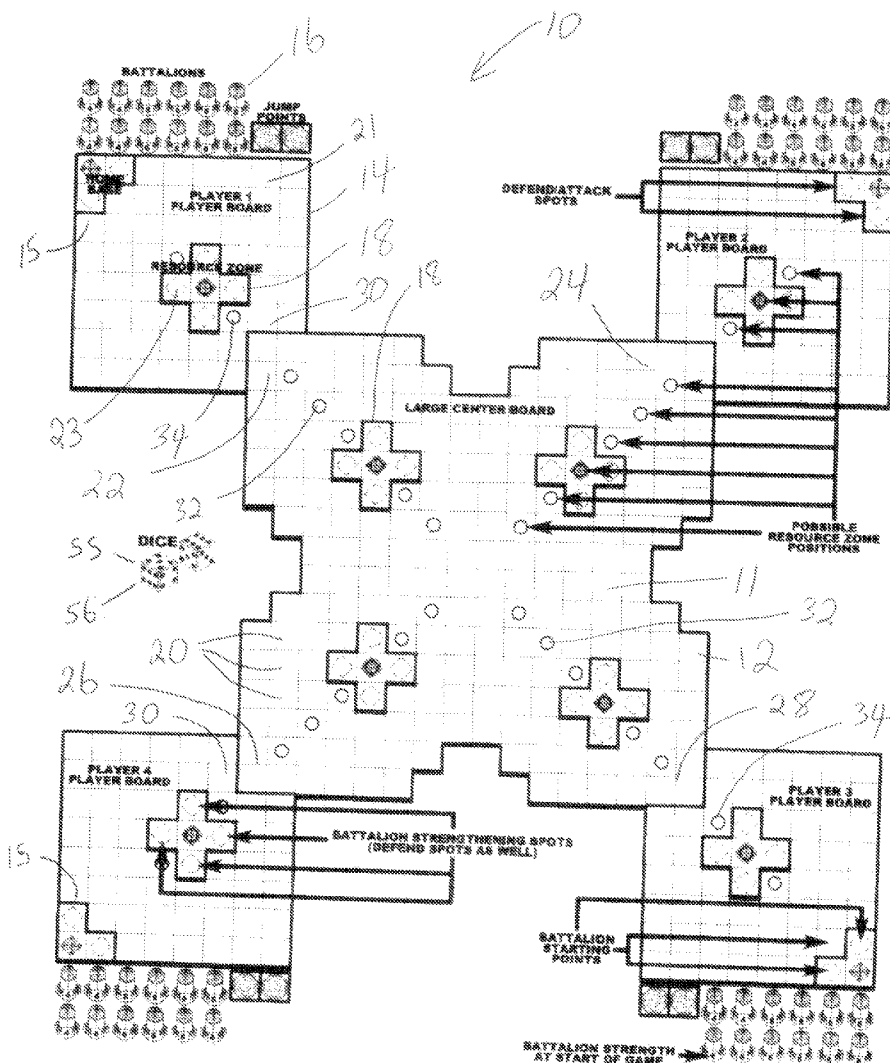
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**Related U.S. Application Data**

(60) **Provisional application No. 61/470,655, filed on Apr. 1, 2011.**

**Publication Classification**

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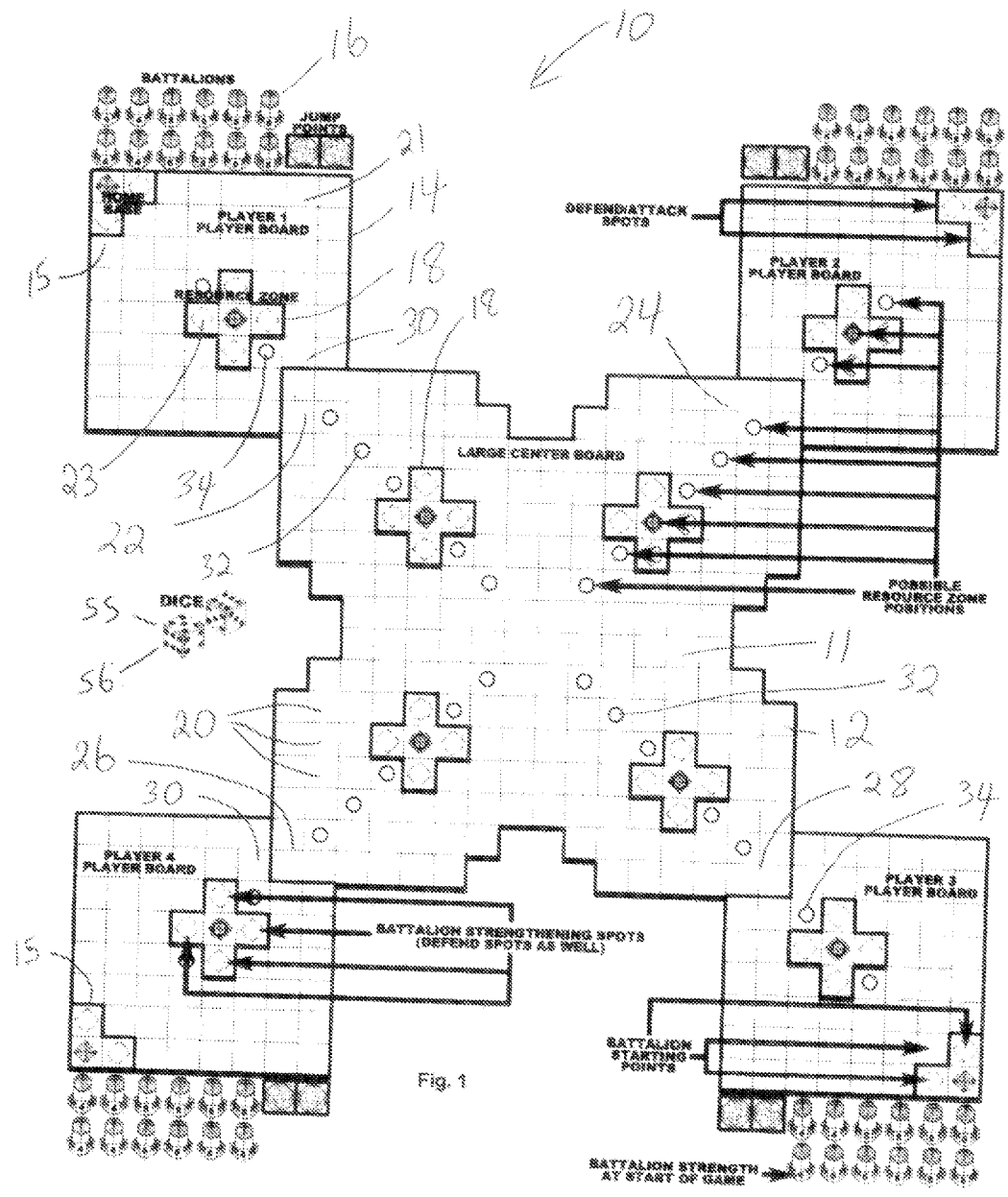
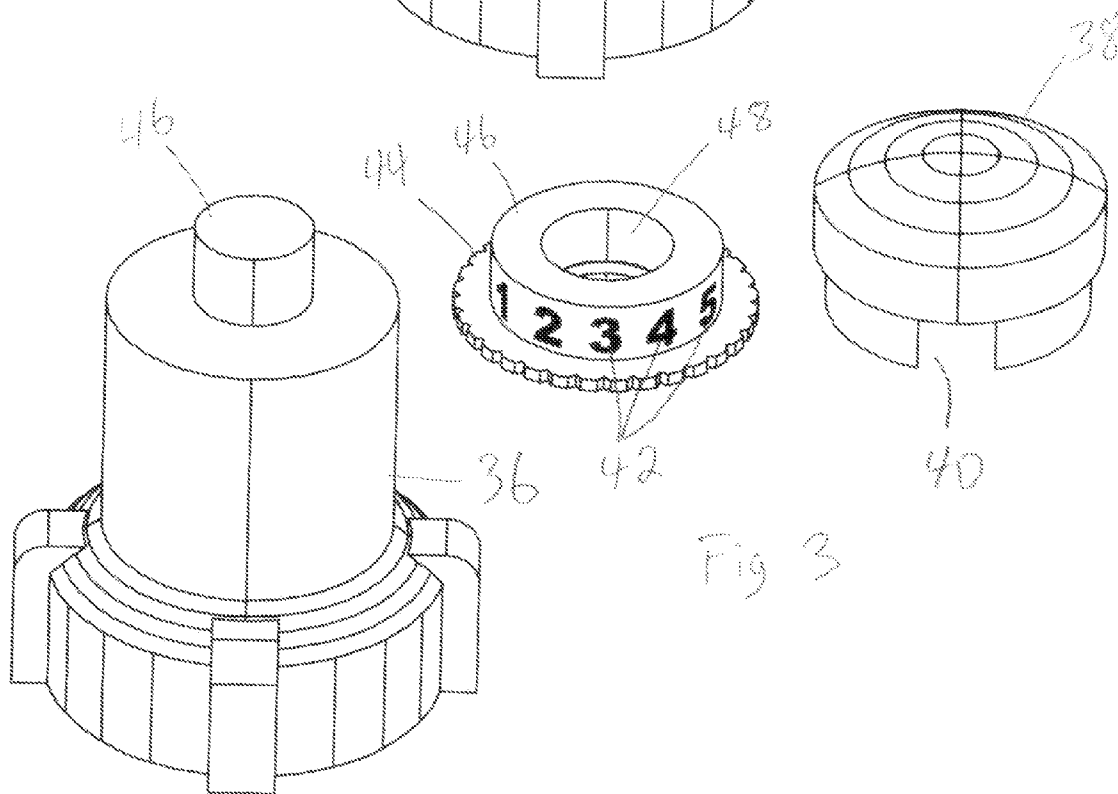
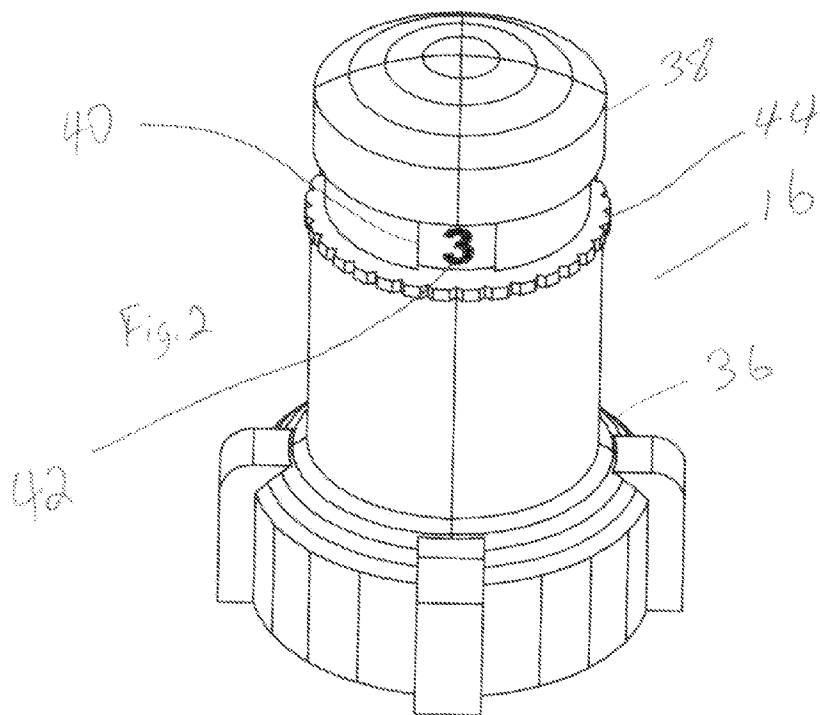


Fig. 1



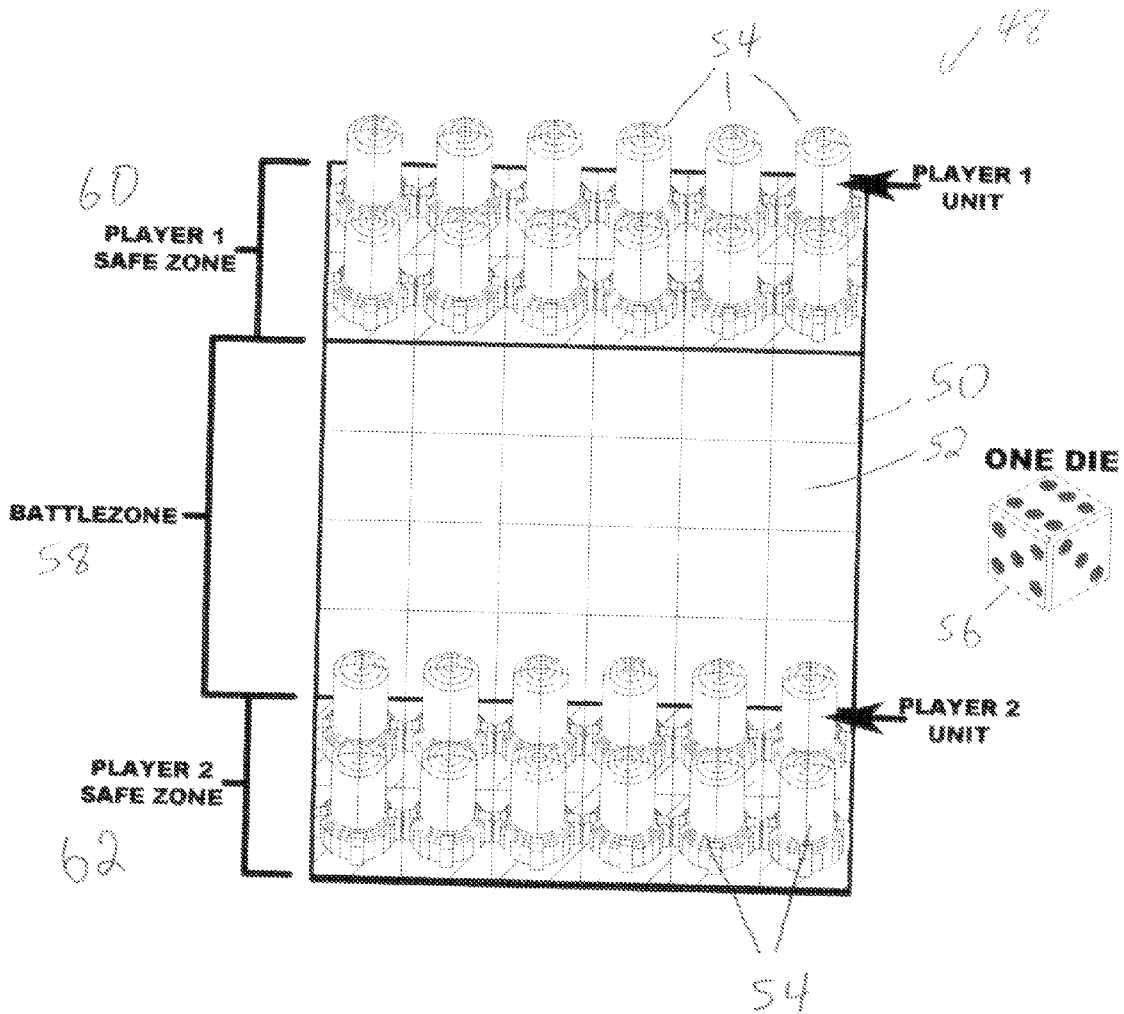
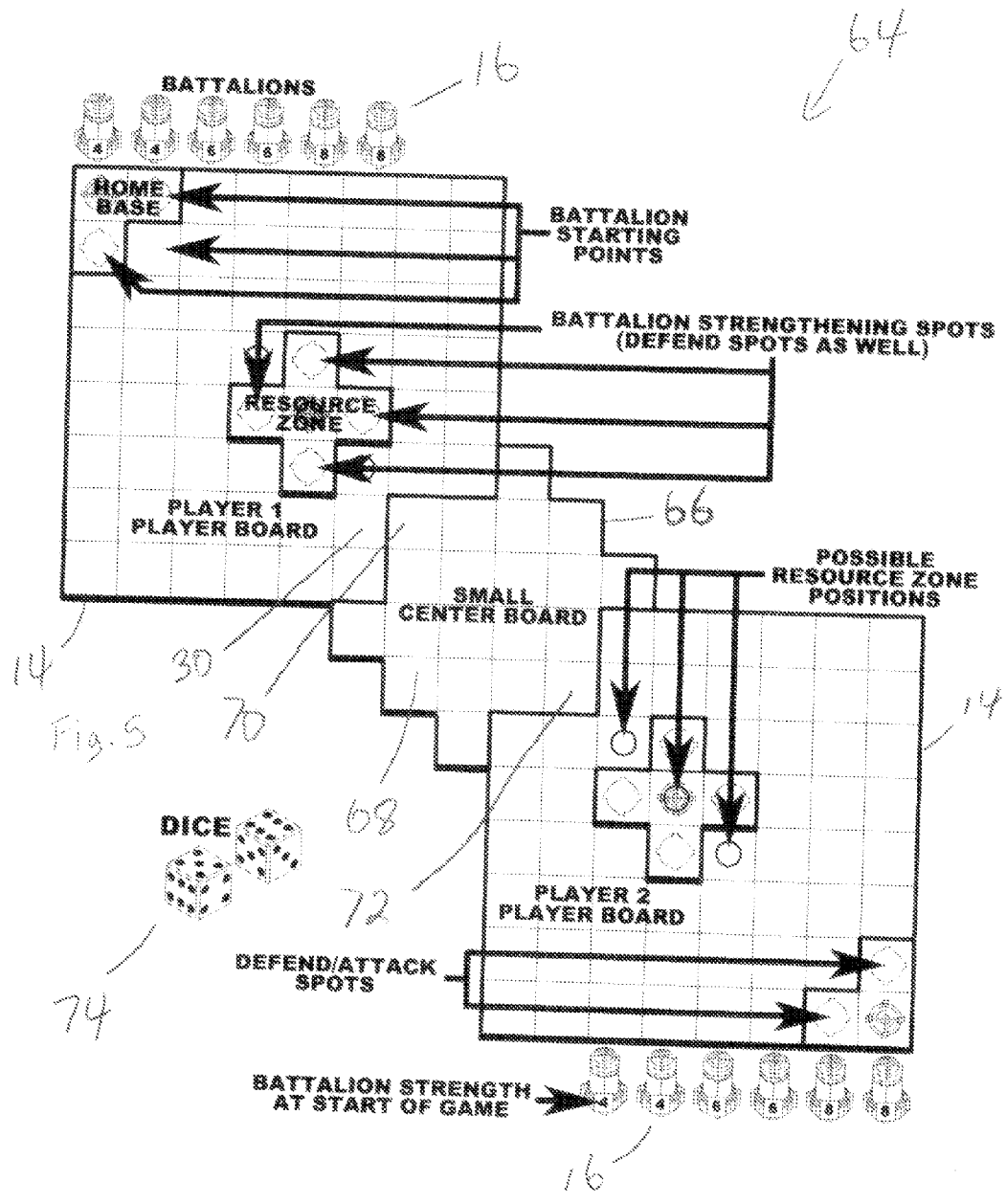


Fig. 4



GAME BOARDS - GAME COMES WITH:

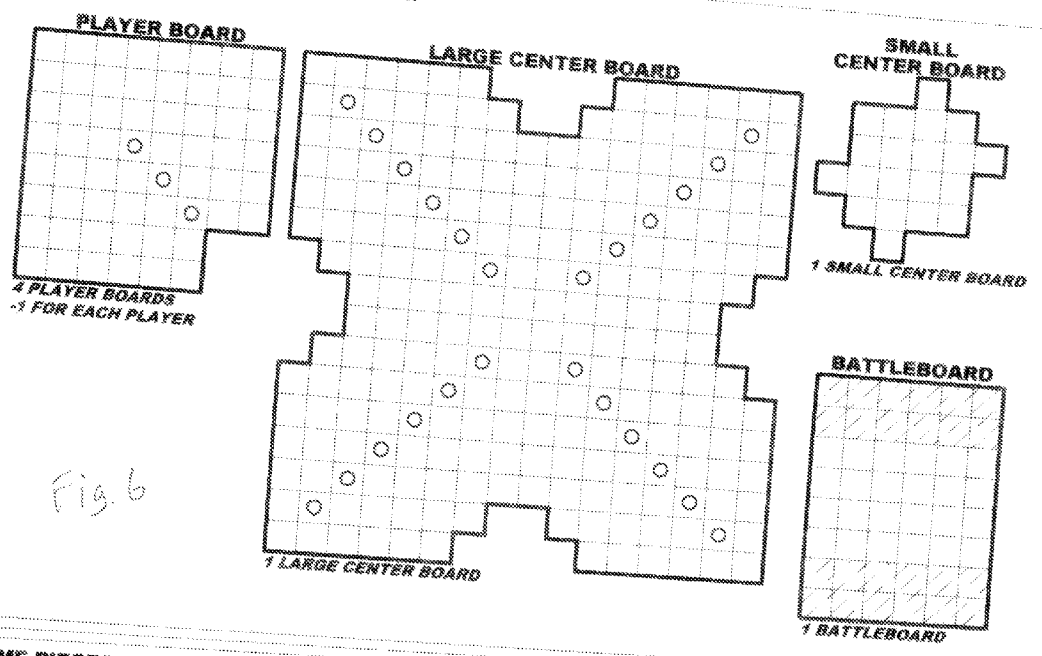


Fig. 6

GAME PIECES - GAME COMES WITH:

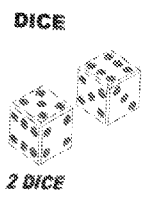
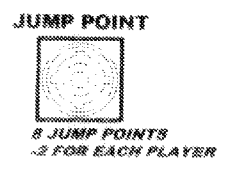
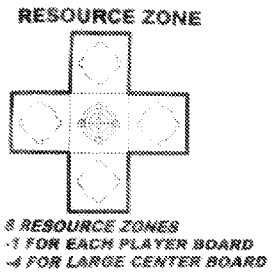
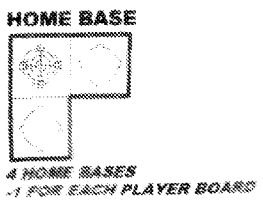
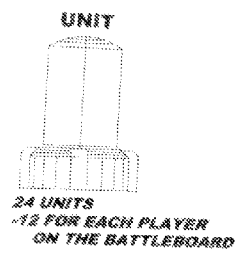
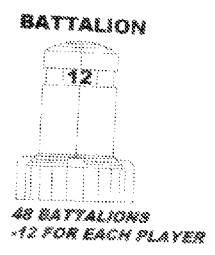


Fig. 7



**BOARD GAME**

**CROSS REFERENCE TO RELATED APPLICATION**

[0001] This application claims priority from provisional patent application No. 61/470,655 filed Apr. 1, 2011, the entirety of which is incorporated herein by reference.

**FIELD OF THE INVENTION**

[0002] The invention relates generally to board games.

**BACKGROUND OF THE INVENTION**

[0003] A variety of board games have been available for hundreds of years. A great majority of board games tend to include a board having a plurality of squares and several gaming pieces which are moved along the board surface from square to square.

**SUMMARY OF THE INVENTION**

[0004] In accordance with one aspect of the present invention, there is provided an improved battle simulation board game which has exciting game play and gaming pieces which automatically store a gaming pieces rank. The battle simulation game for playing among a plurality of players includes a playing surface having a plurality of equal playing squares on a board. A resource zone sub-board is provide for each player, each resource zone sub-board configured to be placed on top of the playing surface. Each resource zone sub-board has a plurality of playing squares, the resource zone sub-boards each being configured such that the playing squares of the resource zone sub-boards overlap corresponding playing squares on the playing surface immediately below. The game further includes a plurality of adjustable gaming pieces for each player, each adjustable gaming piece having an adjustable member which can be physically manipulated to change an indicia for indicating the value of the adjustable gaming piece when playing the battle simulation game. Each of the adjustable gaming pieces is dimensioned to fit on top of each playing square on both the playing surface and the resource zone sub-boards.

[0005] With the foregoing in view, and other advantages as will become apparent to those skilled in the art to which this invention relates as this specification proceeds, the invention is herein described by reference to the accompanying drawings forming a part hereof, which includes a description of the preferred typical embodiment of the principles of the present invention.

**DESCRIPTION OF THE DRAWINGS**

[0006] FIG. 1 is a top view of a board game made in accordance with the present invention as set up for a four player game and showing one large center board, four player boards, eight resource zone sub-boards, four home base sub-boards, eight jump point sub-boards, 48 battalion pieces and a pair of dice.

[0007] FIG. 2 is a perspective view of a battalion gaming piece shown in FIG. 1.

[0008] FIG. 3 is a disassembled view of the battalion gaming piece shown in FIG. 2.

[0009] FIG. 4 is a perspective view of the battle board portion of the present invention showing the initial placement of player unit pieces.

[0010] FIG. 5 is a top view of a board game made in accordance with the present invention as set up for a two player game and showing one small center board, two player boards, two resource zone sub-boards, two home base sub-boards, twelve battalion pieces and a pair of dice.

[0011] FIG. 6 is a top view of the various boards used to play the board game made in accordance with the present invention and showing the large center board, the small center board, the player board and the battle board.

[0012] FIG. 7 is a top view of the various other items used to play the board game made in accordance with the present invention and showing a pair of dice, a battalion gaming piece, a unit gaming piece, a home base sub-board, a resource zone sub-board and a jump point sub-board.

[0013] In the drawings like characters of reference indicate corresponding parts in the different figures.

**DETAILED DESCRIPTION OF THE INVENTION**

[0014] Referring firstly to FIG. 1, at its essence, the battle simulation game made in accordance with the present invention is shown generally as item 10 and includes central game board 12, player boards 14, adjustable gaming pieces 16 and resource zone sub-boards 18. Central game board 12 consists of a flat board having a grid of individual gaming squares 20. Each adjustable gaming piece 16, called a battalion, is dimensioned to fit on top of one of the identical gaming squares 20.

[0015] Central board 12 may be made of any suitable material such as laminated paper board, plastic, or the like. Board 12 has four corners, 22, 24, 26 and 28. The exact size of board 12, and the number of playing squares 20, can vary depending on the desired length of game play. Player boards 14 each consist of a rigid board having a grid of playing squares 21, identical in size and shape to playing squares 20 on the central board. A notch 30 is formed on each player board 14 with the notch being dimensioned and configured so that each player board can abut one of the corners of central board 12. Opposite notch 30 of each gaming board is a home base zone 15 which is preferably a few squares in size. The grid of gaming squares 21 and gaming squares 20 are dimensioned and configured such that when the player boards are abutted to the corners of the central board, gaming squares 21 and 20 are contiguous and form a continuous gaming surface 11. Gaming pieces 16 can be moved along the entire gaming surface 11 one square at a time, depending on the roll of dice 55 and 56.

[0016] Resource zone sub-boards 18 each consist of a small rigid board having a grid of 5 playing squares 23 which take the form of a cross. Playing squares 23 are identical in size and shape to playing squares 20 and 21 and the resource zone sub-boards are dimensioned so that when placed on top of either central board 12 or player boards 14, playing squares 23 are contiguous with playing squares 20 and 21, respectively. A plurality of markers 32 and 34 placed on central board 12 and player boards 14, respectively, indicate where resource zone sub-boards 18 can be positioned on the central and player boards. Resource zone sub-boards are much smaller than player boards 14 or central board 12 and preferably have 4 or 5 playing squares 23 arranged in a cross pattern around a center. Each of the playing squares 23 are dimensioned to permit one adjustable gaming piece (battalion) 16 to sit on top.

[0017] As mentioned above, players can move their gaming pieces 16 along the entire gaming surface 11 from player board 14, through center board 12 and to player board 14 of an

opposing player. Preferably, gaming pieces 16 are moved along playing surface 11 one gaming square at a time, with the number of gaming squares in each move being determined, at least in part, by the roll of dice 56. Gaming pieces 16 may be moved from squares 20 and 21 onto squares 23 of resource zone sub-boards 18 as desired and depending on the players turn, the throw of dice 55 and 56 and the rules of the game play. It is anticipated that during game play, the value of each adjustable gaming piece 16 which is placed on a square 23 can be adjusted depending on how long the gaming piece sits on the square.

[0018] Referring now to FIGS. 2 and 3, each adjustable gaming piece 16 has a movable member 44 which can be physically moved by a player to change the value of an indicia 42 which indicates the gaming piece's value or strength during game play. Gaming piece 16 consists of a base member 36 having a pin 46 formed on an upper end thereof. Movable member 44 has an aperture 48 dimensioned to receive pin 46 so that the movable member can be movably mounted on top of base member 36. Movable member 44 has a row 46 with a plurality of indicia 42 formed thereon. When mounted to base member 36, movable member 44 can be moved by rotating. Cap portion 38 is mounted on top of movable member 44. Cap portion 38 has a window 40 which, when the cap portion is mounted, permits different indicia 42 to show through the window. Moving movable member 44 by rotating it causes different indicia 42 to show through window 40. Since the value of gaming piece 36 is indicated by the indicia 42 displayed in window 40, a player may alter the value of the gaming piece simply by moving movable member 44 to display the desired indicia.

[0019] Referring now to FIG. 4, the board game further includes a battle board setup, shown generally as item 48, which can be used to determine the outcome of individual battles between two different players. Battle board setup 48 includes a battle board 50 having a plurality of playing squares 52 formed thereon as one contiguous grid. The grid can be most any size, but for practical game play, a grid size of about 8x6 is preferred. The grid is divided into a player 1 safe zone 60, a player 2 safe zone 62 and a battle zone 58 between them. Each player is provided with a plurality of non-adjustable playing pieces 54. Preferably, 12 non-adjustable player pieces 54 are provided per player. Each piece 54 is a simple marker made of plastic, wood or the like which is configured to occupy a single playing square 50. Dice 56 is also provided to assist in game play.

[0020] Referring now to FIG. 5, an alternate setup of the invention for playing a quick game between two players is shown generally as item 64 and includes player boards 14 and small center board 66. Small center board 66 has a plurality of playing squares 68 which are arranged in a contiguous grid. Small center board 66 has opposite corners 70 and 72 each of which is configured to abut with notch 30 found on each of the player boards in a co-planar arrangement. As with the previous center board, the playing squares 68 of small center board 66 forms a contiguous playing surface with player boards 14. Small center board 66 is smaller than player boards 14 and provides a means to link two player boards together to enable two players to play each other on a smaller gaming surface using adjustable gaming pieces (battalions) 16. Dice 74 are provided to assist in game play.

#### Game Play

[0021] The rules of the game shall now be discussed with reference to FIG. 1. The objective of the game is to defeat the

other player(s) battalions 16 or take over the other player(s) Home Base 15. The game play has two parts: (a) Moving battalions 16 into offensive and defensive positions, and building up their strength (value) by stopping on Resource Zones 18; and (b) using the battle boards (see FIG. 4) when attacking and defending to determine the victor of a particular battle between battalions 16. The strength or value of the engaging battalions sets the battle arrangement (i.e. the greater a player's battalion strength is, the greater the number of non-adjustable gaming pieces 54 that player places on battle board 50).

#### Setup

[0022] The game can be set up for use with 2, 3 or 4 players and for a team of 2 players vs a rival team of 2 as well. For a full game setup, attach player boards to the large center board as shown in FIG. 1. For a faster 1 on 1 player game, attach 2 player boards to the smaller center board as shown in FIG. 4. Let us assume a full game involving up to four different players. The players place the Resource Zones on the boards as desired (see 'RESOURCE ZONES' for more). Each player gets 12 battalions; set the strength number as follows:

- [0023] set 4 battalions at 8
- [0024] set 4 battalions at 6
- [0025] set 4 battalions at 4

For faster 2 player game, each player gets 6 battalions; set the strength number as follows:

- [0026] set 2 battalions at 5
- [0027] set 2 battalions at 6
- [0028] set 2 battalions at 4

#### Start & Play

[0029] To decide who starts, each player rolls the dice, highest number goes first. In a three player game, the middle player goes first, players turns go clockwise. For 2 vs 2, the ally players sit opposite of each other. The first player rolls battalion dice (55 and 56) to earn 2 to 12 moves. The player then moves one or more battalions 16 until all moves are used up. Every move is final once the battalion is in a new position. A player can position a battalion 16 in one of the four spots (squares 23) in a Resource Zone to increase battalion strength as well as defend the Resource Zone from other opponents (see RESOURCE ZONES for more). As a general rule of thumb, players who have left battalions in Resource Zones from their previous turn should adjust battalion strengths once their next turn begins, just before rolling the dice. The players place a battalion in one or both defend spots around their Home Base to defend it. Home Base does not increase battalion strength. The player places his/her battalion on top of another battalion to attack it (see 'BATTLEBOARD' for more). If a player has remaining moves, then the player's turn continues after winning or losing an attack. A player may place a battalion in one of the two playing squares around an opponent's Home Base to attack it (see 'HOME BASE' for more). Shortcuts can be made with Jump Points (see 'JUMP POINTS' for more). The last player with a Home Base that has not been taken over and at least one battalion remaining wins the game.

#### Battalions

[0030] Battalions (adjustable gaming pieces 16) are used for offense and defense. The number (indicia) on the battalion game piece indicates the battalion strength. To increase the



battalion strength, a player must place the battalion on one of the four spots on an undefended Resource Zone and leave it there until the player's next turn. When a battalion is moved into a Resource Zone, the battalion's strength is increased by 4 only if the battalion is left in the Resource Zone until the player's next turn. For each additional turn that the battalion occupies the Resource Zone, strength increases by an additional 4 (12 is max). Battalions defend a Resource Zone when they are positioned on one or more Resource Zone spots (see 'RESOURCE ZONES' for more). The importance of battalion strength comes into play during battles. When a player attacks or is attacked, the battalion strength number indicates the number of units for the Battleboard. After an attack, the losing battalion is removed from the game and the surviving battalion's strength is reduced to the number of units remaining after the battle (see 'BATTLEBOARD' for more). Rolling the dice earns moves from 2 up to 12. A player can move one or more battalions per turn. For example, if a player rolls 6, then that player can move one battalion 6 places or move one battalion 2 places, then move another battalion 4 places. The three spots around a player's home base are the starting points for that player's battalions. Battalions can move in any direction, each move counts and is final. A player's battalion cannot stop on the Home Base, center spot in a Resource Zone, or on a Jump Point. Jump Points actually do not count as a spot, so when moving a battalion through the player only counts the next spot after the jump. Player's cannot jump over battalions, Resource Zone center points or Jump Points. A player only places a battalion on top of an enemy battalion for an attack. A player's battalion cannot cross between enemy battalions that are side by side, or an enemy battalion beside a Home Base or an enemy battalion beside a Jump Point. A player's battalion can cross between his/her own battalion beside another battalion, Home Base and Jump Point.

#### Resource Zones

**[0031]** The importance of Resource Zones is that they strengthen battalions. The four highlighted spots (23) are the strengthening/defending positions. A player may leave a battalion on a Resource Zone spot once it is that player's turn again, the battalion strength number increases by 4. If the player leaves that battalion on that point for another turn, it will increase by 4 again (12 is max). While a battalion is on a Resource Zone spot, that Resource Zone is protected by that player, which prevents other players from strengthening their battalions on any of the Resource Zone spots. The other player would have to attack the defending battalion(s) to free up the Resource Zone. On the player boards and the large center board there are positions for the Resource Zones, but to change the dynamics of the game they can be placed in different spots or even removed from the game to change up game play.

#### Home Base

**[0032]** The Home Base is the starting point for players' battalions. The three spots around the base are the starting points; the corner spot does not count as a move and a battalion cannot be left on that spot. The two highlighted spots beside the Home Base are the defend/attack spots. If a player leaves a battalion on one or both spots, the Home Base is protected, and another player would have to attack the battalion(s) first before attacking the Home Base. An attacking battalion must be placed on one of the two defend/attack

spots, and once it is placed the two players go to the battleboard to determine the victor (see 'BATTLEBOARD' for more). The unit number of the Home Base is always 12, even if it is attacked again after a battle, the starting unit number is 12. So attacking a player's Home Base can be difficult, but if it is won, the opponent is out of the game,

#### Jump Point's

**[0033]** Each player is able to create a shortcut on the game board, these are called Jump Points. To create one, set up four battalions in a cross formation, leaving the center spot empty, then do the same cross formation on another place. Place Jump Point markers on the two empty center spots: the shortcut is now available. The Jump Points do not count as a spot and a battalion cannot stop on that spot. Once a Jump Point is created, the battalions surrounding it can move, or use the Jump Point. Jump Points cannot be placed on Resource Zone spots or defending/attacking spots around Home Base. Jump Points are two-way and any player's battalions can use them once Jump Points are created. When a player enters a Jump Point, the only exit is the Jump Point of the same color.

**[0034]** While a player has four battalions surrounding a Jump Point, the Jump Point is blocked. If any enemy battalion goes through the opposite Jump Point, they cannot pass by the surrounding battalions, they must land on one and attack it. The position of one Jump Point can be changed. To do so, a player must place four battalions to surround one Jump Point in a cross formation before moving the other end to another four battalions-cross formation positioned somewhere else. A player cannot move another player's Jump Points, only their own. The position of two Jump Points can be changed simultaneously, using the same steps, and only during a player's turn. For the faster 2 player game setup, there are no Jump Points.

#### Battle Board

**[0035]** Referring now to FIG. 4, when attacking or being attacked, the Battleboard setup 48 determines the victor. The battalion strength number is the number of units 54 in the battle. Home Base always amounts to 12 units on the Battleboard. Player can place the units in any arrangement, as long as they are all in that player's Safe Zone at the start of the battle. The attacker can choose to go first or second. The Battleboard is divided into three zones; player 1 Safe Zone, center Battlezone, and player 2 Safe Zone. One player's units cannot move into the other player's Safe Zone. Once a player's unit leaves their Safe Zone they cannot re-enter. The player rolls one die 56 to earn 1 to 6 moves. Player can move one or more units per turn, the units can go in any direction, but they cannot jump over other units. When a player's unit lands on the opponent's unit, the opponent's unit is removed from the board and the player's remaining unit must stop on that spot, it cannot move until the next turn. If that player has a remaining number of moves in their turn, they must move a different unit. If there is no other unit to move, their turn is over. If a player clears the Battlezone of all the opponent's units, as a bonus they can remove one additional unit from the opponent's Safe Zone. If at the end of a player's turn, they are unable to have at least one unit in the Battlezone, then they forfeit one of their own units in their Safe Zone. The opponent chooses which unit to remove. Victory is achieved when a player removes all the opponent's units from the Battleboard. The losing player's battalion is removed from the game and

the winning player's battalion remains, but the battalion strength number is changed to the remaining number of units left on the Battleboard. For example, if a player started the battle with 12 units, then wins with a remainder of 3 units, the battalion strength number is changed to 3. If the losing player was defending their Home Base, they are out of the game.

[0036] A specific embodiment of the present invention has been disclosed; however, several variations of the disclosed embodiment could be envisioned as within the scope of this invention. It is to be understood that the present invention is not limited to the embodiments described above, but encompasses any and all embodiments within the scope of the following claims.

Therefore, what is claimed is:

- 1. A battle simulation game for playing among a plurality of players, the game comprising:
  - a. a playing surface comprising a plurality of equal playing squares on a board;
  - b. a resource zone sub-board for each player, each resource zone sub-board configured to be placed on top of the playing surface, each resource zone sub-board having a plurality of playing squares, the resource zone sub-boards each being configured such that the playing squares of the resource zone sub-boards overlap corresponding playing squares on the playing surface immediately below;
  - c. a plurality of adjustable gaming pieces for each player, each adjustable gaming piece having an adjustable member which can be physically manipulated to change an indicia for indicating the value of the adjustable gaming piece when playing the battle simulation game, each adjustable gaming piece being dimensioned to fit on top of each playing square on both the playing surface and the resource zone sub-boards.
- 2. The battle simulation game of claim 1 wherein the playing surface comprises a central board having a plurality of corners and a plurality of player boards, each player board having a notch configured to receive a corner of the central board such that the central board and the player boards can be placed in co-planar arrangement with the player boards at the corners of the central board, the central board and the player boards each having equal playing squares which are arranged on their respective boards to form the playing surface.

3. The battle simulation game of claim 2 wherein the central board and the player boards are each provided with a plurality of markers indicating a plurality of different positions where the resource zone sub-boards may be precisely placed over the gaming surface.

4. The battle simulation game of claim 3 further comprising a battle board separate from the playing surface and a plurality of non-adjustable playing pieces, the battle board having a grid of playing squares each of which is dimensioned to receive one non-adjustable gaming piece, the number of playing squares on the battle board being greater than the number of non-adjustable playing pieces.

5. The battle simulation game of claim 1 wherein the playing surface comprises a continuous grid formed from the playing squares and wherein each of the resource zone sub-boards each comprise a small board having the playing squares represented thereon, the resource zone sub-boards each configured such that when placed on the playing surface the playing squares of the resource zone sub-boards are contiguous with the playing squares of the playing surface.

6. The battle simulation game of claim 2 wherein the playing squares on the central board and the playing squares on the player boards form one continuous grid of contiguous playing squares when the player boards are placed at the corners of the central board.

7. The battle simulation game of claim 2 wherein the central board has a larger number of playing squares than each of the player boards.

8. The battle simulation game of claim 2 wherein the central board has a smaller number of playing squares than each of the player boards.

9. The battle simulation game of claim 1 wherein each of the resource zone sub-boards are each cross shaped and have five equal playing squares.

10. The battle simulation game of claim 1 wherein each of the adjustable gaming pieces have a row of indicia indicating different values of the adjustable gaming piece during game play, the adjustable member being movably mounted on the adjustable gaming piece, the adjustable member having a window dimensioned and configured to show a different indicia through the window as the adjustable member is moved.

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