

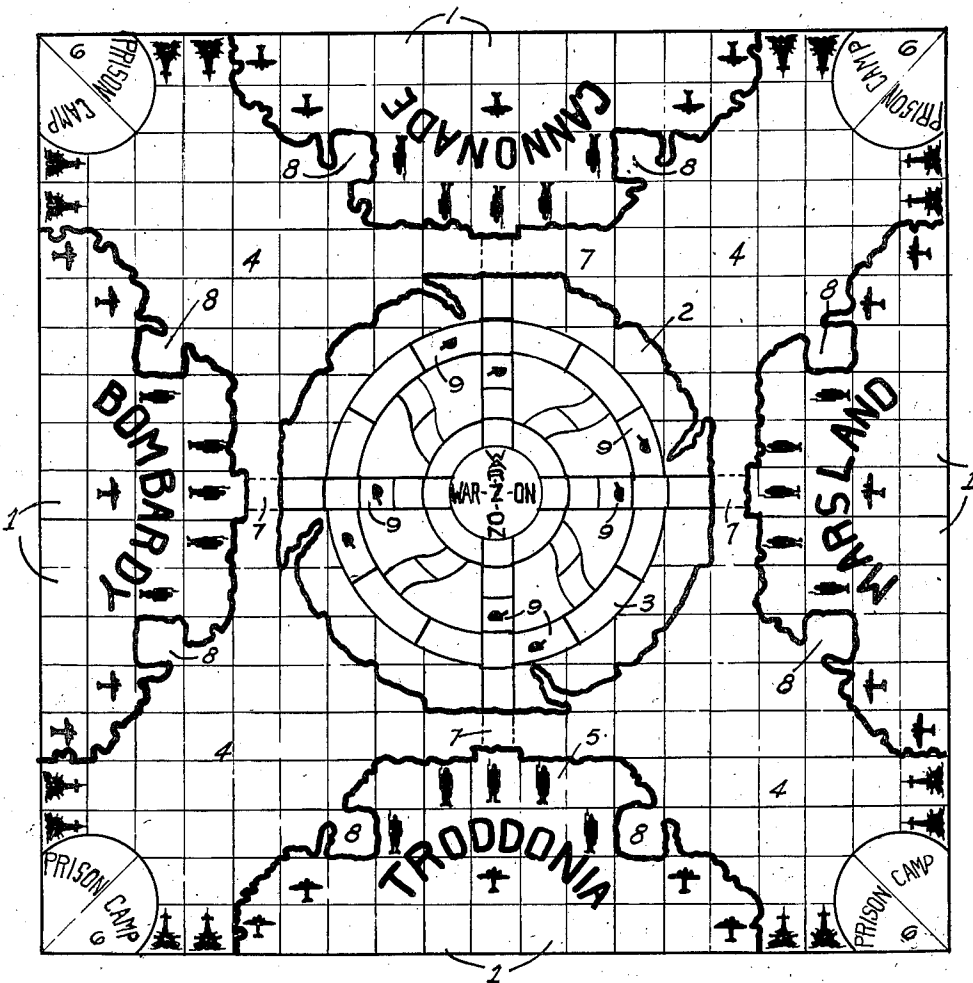
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GAME

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GAME

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The object of my invention is to provide the public with an amusing and exciting game for pastime, requiring a certain amount of skill in the strategic manipulation of military forces.

The annexed drawing of a map is an illustration of the board on which the game is played and includes the following: five countries; Trodonia, Marsland, Bombardy, Cannonade, and No Man's Land 2, highways 3, and fortifications in No Man's Land 9, four oceans 4, two fortified harbors 8 in each country with the exception of No Man's Land, four prison camps 6, and the small figures in each country showing where to place the units.

THE GAME OF WAR-Z-ON

Brief idea of the game

The goal of each player is to conquer his opponent by capturing the individual units or force him to surrender by placing a flag in each of the squares 1 at the base of his opponent's country. Starting from the designated spaces, move forces out of their home country into No Man's Land 2, with the exception of the sea force or navy which must be moved from its home port but may be moved into the fortified harbors 8 of their own or those of their ally. Units are moved according to throw of the dice. When one of the player's tokens or units land on a fortification not yet taken, he may put up his own flag, showing that it is his own fort, and no player can take it as long as it is on this fortification. This is an exciting game involving clever and amusing manipulation of forces.

Equipment

War-Z-On equipment consists of a navy, army, air force, and flags, in miniature, the board, or other surface marked off as shown in the annexed drawing, showing countries, highways, oceans, fortifications, prison camps, etc., and two dice.

Preparation

Place the board on a good sized table, placing to so one country is immediately in front of each player, and so allies are seated next to each other. Each player is given five air units, five land units, four sea forces, and fifteen flags, which are all painted in one of four contrasting colors. Place forces or units on the corresponding markings in each country.

To start the game

Starting with any one of the players, each

player in turn throws the dice. The player with the highest total starts the play or declares war. He throws the dice and may move any one of his forces away from his country the number of spaces indicated by the dice, where it must remain until all the rest of his tokens have left his country, after which he is allowed to move any units he desires. After he completes his play the turn passes to the left.

Land forces

The land forces move on any of the squares and at any angle in the countries but must cross over into No Man's Land 2 by means of going through the dotted lines 7, and travel only on the white roads 3 while there. Land units can not land on the space between the dotted lines. No force may land on or pass through any square more than once during a single move.

Sea forces

The sea forces move on any of the squares marked off in the area representing water and may move at any angle. The sea force provides the only means of getting back captured units. If a sea unit stops in the space between the dotted lines 7, connecting the different countries with No Man's Land 2, enemy land units can not pass through this area. A sea unit however may be captured by any opponent who is able to land one of their sea units on this area, and the air force may fly around this space in order to reach their destination.

The air force

The air force is of great military value and may travel on any of the spaces at any angle, including land, sea, and highways providing they stop on land.

Fortifications

The fortified spaces 9 are those marked off as such on the highways, and may be fortified by any player by landing on them and putting up his own flag. This being done, any of his air or land forces setting in this space can not be captured. Only one unit can be in a fortified area at one time. Once you have fortified a space it remains your fortification until such time as your opponent is able to land directly on it when it is unoccupied. This is called bombing a fortification, and it can not be refortified thereafter by either side.

Prison camps

When a unit is captured it is taken off the

playing board and placed in the area marked prison camp. For example, if you take one of your opponent's units, place it in the area marked prison camp with the same color combination as that of your opponent's, it can only be put back in service by means of a battleship. This is done by going to the area marked prison camp with a battleship and loading it with any one of the captured units and getting back to your land or that of your ally without being captured. The squares or portions of squares touching this area are called safe loading zones and a ship can not be captured while in this area, but once a ship leaves this area it can not come back until it has reached its country or its ally's. Land and air forces may be unloaded at any point of the country or that of its ally, but ships may be unloaded only in the fortified harbors. The token brought back starts play from the point where landed.

Fortified harbors

The fortified harbors 8 are the two large bays in each country. A player's sea force can not be captured while in the square of his harbor or that of his ally. Enemy planes can not fly over these areas when occupied by a battleship.

Moving and capturing units

One unit can not pass another, unless it be one of his own or his ally's. Boats and airplanes, however, may move around occupied squares. A unit can not pass over or through an enemy fortification in No Man's Land even though it is unoccupied. In order to take a unit, your unit must end its move on the same square occupied by the enemy unit that is to be taken. One of the two ways of winning a game is to capture all the units of your opponents. After losing his forces, a player is automatically out of the game unless his ally is able to deliver one of his units before it is his turn to play. The only way a unit can be captured in its own land it is to be out-numbered by its opponents, however, a unit in its home land or that of its ally can capture an opponent at any time.

Capturing countries

This provides the second way of winning a game and is done by placing your flags in each of the squares across the base of your opponent's country. Your play must end on one of these spaces in order to place your flag there. Your opponent must land on each one of the squares where you have placed flags in order to take them down. When you have completed putting your flags in each one of these squares, the owner of that country must surrender and you and your ally have the privilege of trading units with your defeated opponent. The units gained

in this manner must be started from any of the designated places in your country.

Number of players

Two, three, four, or six people may play War-Z-On. When two people play, only two countries across from each other are used and the remaining two are the same as No Man's Land. With three people playing, the one remaining country is the same as No Man's Land, with each person playing for himself. When four people are playing, two play as allies against the other two, allies being seated next to each other. When six play, three play as allies against the other three, with every other man an ally. A man from each side, designated before starting the game, is allowed to move the forces of either of his allies.

I claim:

1. In a game board for cooperative use with a plurality of groups of playing units representative of war instrumentalities, characterized by having a central circular area designated as "no-man's-land" wholly surrounded by a single irregularly shaped area designated as water and separating same from a plurality of other individual land areas about said central area and further characterized by said central area having radially disposed restricted passageways extending towards each of said individual land areas and through said water area defining passageways for certain of said playing units enroute from said outer land areas to said central area.

2. To the combination set forth in claim 1, add; said restrictive passageways passing through the narrowest portion of water area existing intermediate of said central and each individual land area.

3. In a geometric map-like war game board, a central circular land area wholly surrounded by a Greek cross-shaped water area, the arms of which are relatively wide, and the angularly shaped areas between said arms being designated as land areas characterized by each of said angular land areas, extending toward said circular area forming narrower water area and having a pair of spaced safety harbors projected from said first mentioned water area, radially extending restricting passageways upon said central circular area, one leading from each of said outer land areas through said narrow portion of water area between said adjacent land areas and intermediate of said harbors and a prison area at the outermost terminus of each larger water area, whereby an interesting war game may be played with a plurality of playing pieces representative of the instrumentalities of modern warfare.

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