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F. SIKORA

2,343,812

GAME

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FIG. 1.

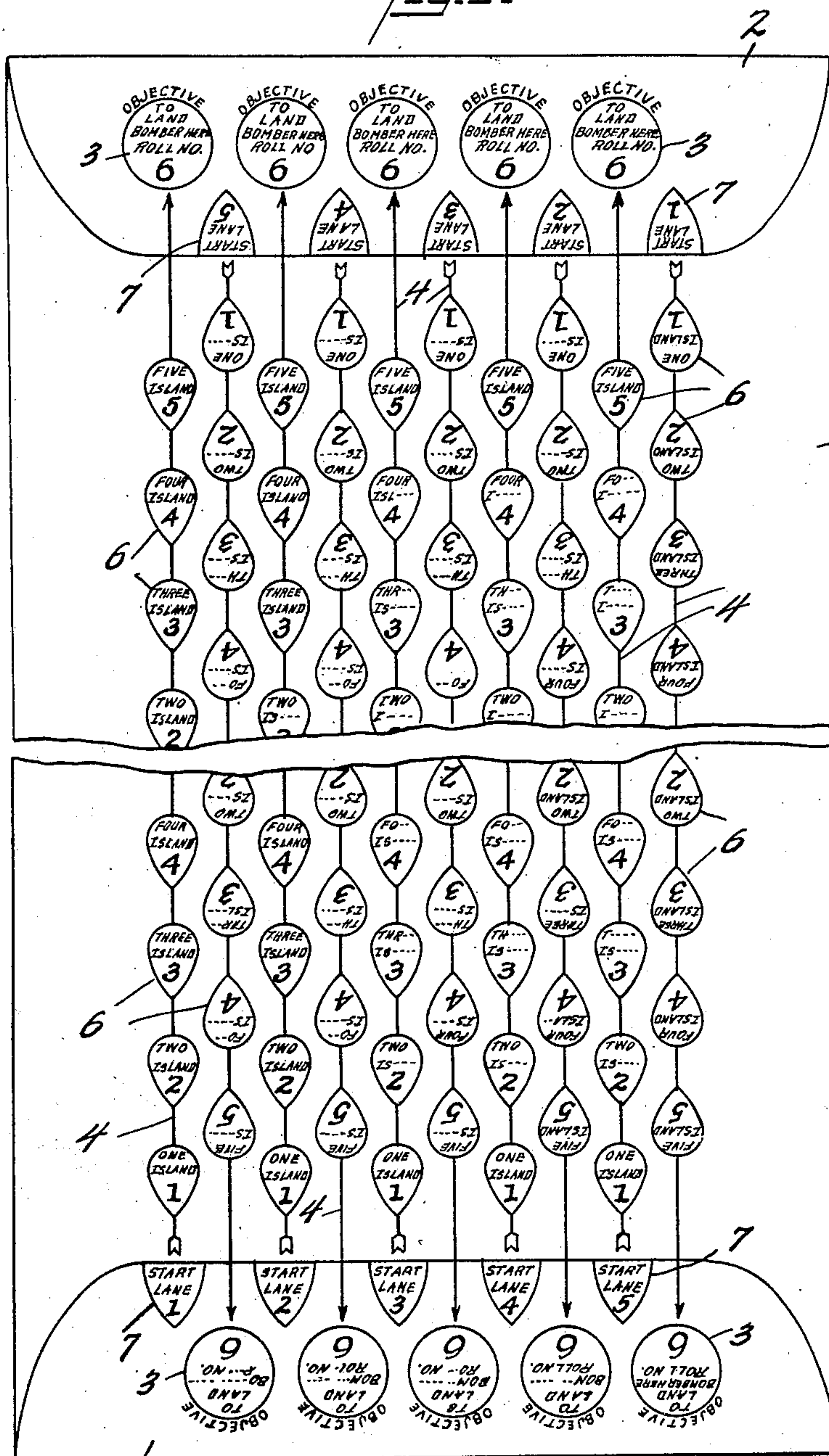


FIG. 2.

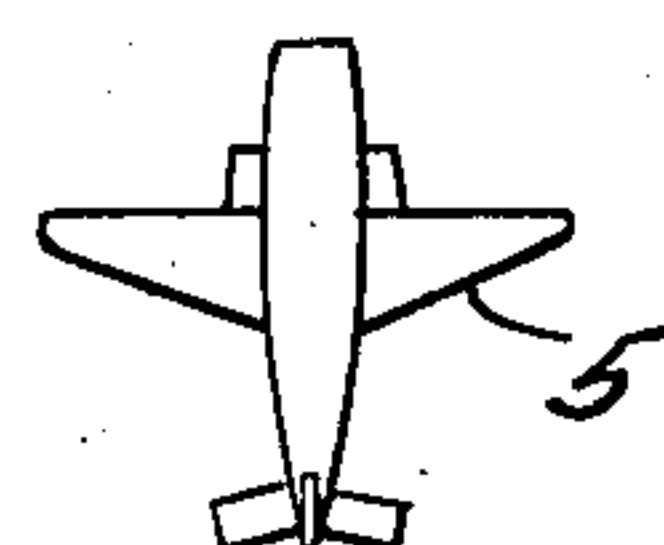


FIG. 3.

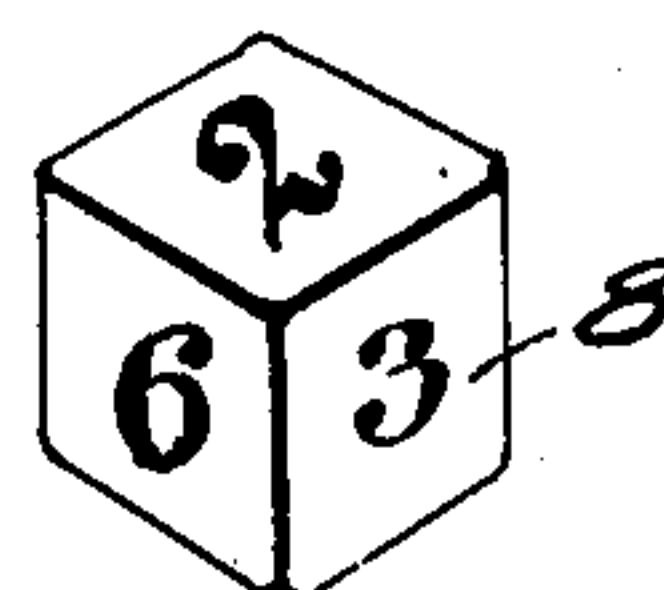
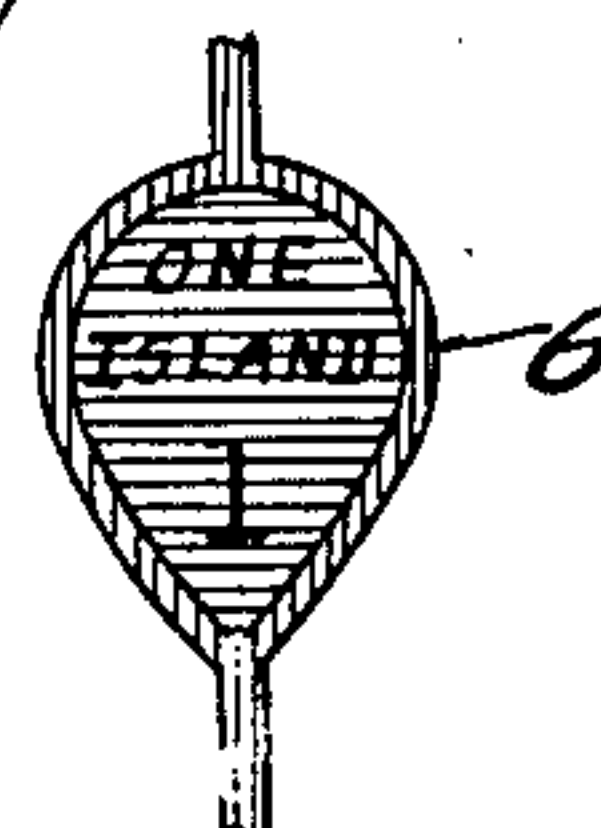


FIG. 4.



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# UNITED STATES PATENT OFFICE

2,343,812

GAME

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1 Claim. (Cl. 273—134)

This invention relates to games of the general type comprising a game board marked off to provide predetermined courses of travel for the game pieces of opposing players and including chance-operated means for governing the movement of the game pieces along the courses.

An important object of my invention is to provide a game of the above character which I term "Bomb Raiders," that is highly interesting, imaginative and amusing, and at the same time sufficiently simple in method of play as to be within the grasp of small children.

The invention has as another object to provide a game of the above character that is inexpensive in construction and which requires in its playing no supplementary paraphernalia other than a suitably marked cube, or die, and a few simple game pieces.

With the above and other objects and advantages in view the invention consists in the details of arrangement to be hereinafter more fully described and claimed and illustrated in the accompanying drawing, in which:

Figure 1 is a view of a board for playing the game;

Figure 2 illustrates one of the several game pieces used with the board;

Figure 3 shows a cube, or die, used in determining the advance of the game pieces across the board, and

Figure 4 is a fragmentary detail view of the playing board.

Referring more particularly to Fig. 1 of the drawing, the playing board 1 may be constructed of paper, wood, metal, cloth or other suitable material, this board being preferably about 12" by 24" in size and presenting a rectangular playing area inscribed in the manner shown.

At each end of the playing board there is marked off a flying field 2 within which are a series of laterally spaced apart circles 3 each labeled "Objective" and bearing the legend "To land bomber here, roll number 6." Extending lengthwise of the board and between the fields 2 are lines 4 defining the course of travel of one of the game pieces 5, termed "Bombers," and which preferably are shaped to simulate miniature airplanes, as shown in Fig. 2.

At spaced distances apart along each of these courses are pear-shaped zones 6 which represent "islands," the islands of adjacent courses being staggered relative to each other and numbered consecutively in groups of 1, 2, 3, 4 and 5 extending in different directions from the fields 2 at opposite ends of the board. Alternate courses

start from lanes 7 located within a field at one end of the board and terminate in the "Objective" circles 3 within the field at the other end of the board. The remaining courses extend parallel to the first-mentioned courses but in the reverse direction longitudinally of the board, starting in lanes 7, marked "Start," and terminating in circles 3 at opposite ends of the board.

The lines defining the courses may be suitably inscribed with arrowheads to indicate the direction of travel of the Bombers therealong. The starting lanes are consecutively numbered in a direction crosswise of the board, as "Lane 1," "Lane 2," etc. Thus, each course leads from a starting lane 7 to an "Objective" circle 3, and all courses include a total of the same number of islands, the islands bearing the numbers 1, 2, 3, 4 and 5 in rotation commencing at the starting lanes. The number of courses and the number of islands of each course may be varied, but I prefer to provide ten courses, five extending in one direction of the board and five in the other direction, and to provide eleven islands to a course.

The game pieces 5 (Fig. 2), called "Bombers" may be formed of any suitable material shaped so as to represent miniature airplanes, and they are intended to be advanced from island to island along the courses. The Bombers will be provided in two colors, five of one color (for example, red) and five of another color (for example, blue), and to avoid confusion alternate courses 4 are colored to correspond with the color of the Bombers to be used thereon.

In Fig. 3 is illustrated a die 8 which is intended to be rolled in the manner of dice to control the advance of the Bombers along their courses, this comprising a cube upon the six faces of which are borne the numbers from 1 to 6, inclusive, as indicated in this figure.

In playing the game with the game board described above, the two opposing players will choose their fields 2 at opposite ends of the board and each player selects five Bombers 5 of one color. Each player in turn rolls the die 8 to get his Bombers into the starting lanes 7. For example, number 1 must be rolled in order to position a Bomber in "Lane 1"; number 2, in "Lane 2," etc. The players take turns in rolling the die which determines the progress of the Bombers and fancifully represents the flight of their bombing aircraft toward objectives in enemy territory. In order to advance his Bomber, the player must roll the number of the "island" to which his Bomber is to be advanced. That is, a



player having a Bomber in a starting lane must roll number 1 in order to advance it to the first island, designated 1; and having reached island 1, he must roll number 2 in order to advance his Bomber to island 2, etc. Upon reaching the end of the course, it is necessary for the player to roll number 6 in order to finally advance his Bomber into the "Objective" zone or circle where it remains until the game is finished.

Each roll must be made with respect to a Bomber on a particular course, and the Bombers must be rolled for in regular order. That is, if the roll is made to advance the Bomber on course 1 from island 3 to island 4, the number 4 must be rolled, and if any other number is rolled, such number cannot be used to advance some other Bomber traveling another course. The Bombers of opposing players will be moving in opposite directions towards the other's goals or objectives, and the player first to get all five of his Bombers into the "Objective" circles on his opponent's field wins the game.

Since five Bombers of each opponent are in play throughout the game, each player is permitted five rolls, one for each Bomber, before surrendering the die to his opponent; then his opponent will roll five times, once for each of his Bombers. In this way the players will alternate in rolling the die until the game is concluded. Or, if desired, the rules may stipulate that the players shall roll only once (instead of five times) in alternate order, this being simply a matter of preference.

Instead of a die, a spinner or other chance device may be used for governing the movement of the game pieces along their courses.

Manifestly various changes in arrangement and design may be made in the game described above, which is to be regarded as exemplary rather than restrictive of the invention, without departing from the spirit of the invention as defined by the following claim.

I claim:

A bomb-raid simulating game comprising a game board of elongated shape, lines transversely inscribed on said board adjacent its ends defining flying field areas, a plurality of parallel lines each defining a course of flight for a game piece, said courses originating in zones representing take-off lanes and terminating in objective zones representing bombing objectives, alternate courses being of contrasting colors and the starting and objective zones of alternate courses being located within the flying field areas at opposite ends of the board, island-areas located at spaced intervals along said courses, the number of islands for the courses extending in both directions being equal, said islands each having a pointed end to indicate the direction of the course and being inscribed with numerals, and said starting and objective zones also being inscribed with numerals, and a plurality of game pieces simulating miniature aircraft and being colored to identify themselves with the courses of corresponding color.

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