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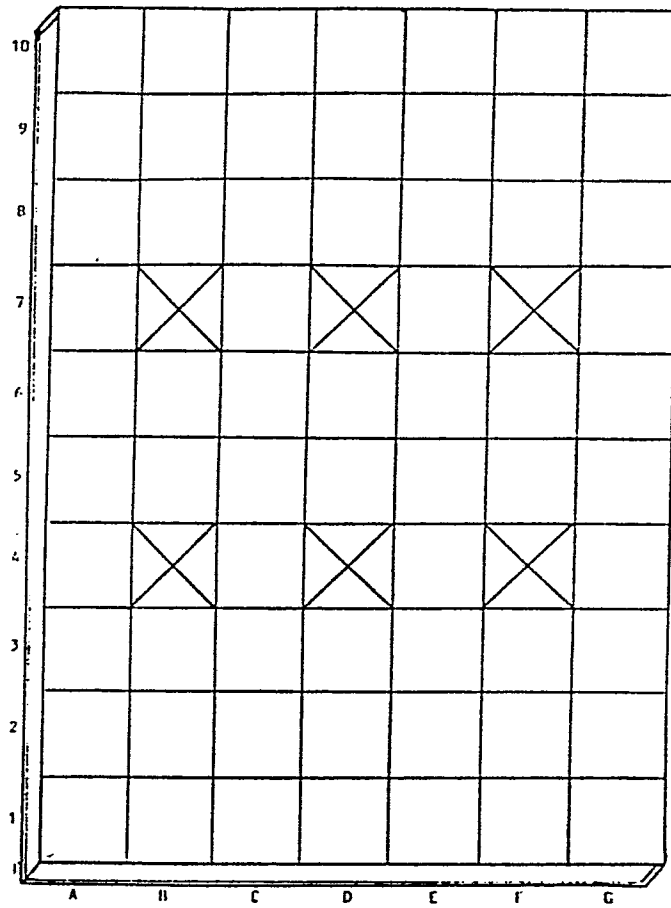
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⑤④ **Military affairs chess.**

⑤⑦ On military affairs chess game is played with 42 playing pieces on a game board with 7 × 10 squares. The game can be played in 4 ways by 1 player up to 3 players. There are two sets of 21 playing pieces, representing different military ranks or items.

FIG. 7.



The Military Affairs Chess has got 42 chessmen for two sides. One side has got 21 chessmen and the other side has got 21 chessmen too. 21 names for one side same with 21 names the other side .

42 names are 2 Castle, 4 Trap Bombs, 4 Canons, 2 Lieutenant Generals, 2 Major Generals, 2 Brigadier Generals, 2 Colonels, 2 Lieutenant Colonels, 2 Majors, 2 Captains, 2 First Lieutenants, 2 Second Lieutenants, 4 P. First Classes, 4 P. Soldiers, 4 Engineers and 2 Spys .

The Board has got 70 squares. The Columns has got number 1 to number 10 . The rows has got 7 Letters A, B, C, D, E, F, G. There are 6 crosses on 6 places 4B, 4D, 4F and 7B, 7D, 7F. This mark X means Soldiers and Canons can not go though, stay or jump over that place .

The Military Affairs Chess has got 4 ways of making for the Trade .

Model No 1 and Model No2 for PLAY RIGHTSIDE and PLAY REVESE .

Model No3 and Model No4 for PLAY RIGHTSIDE only .

So 4 Models need 4 kind of boxes .

42 Chessmen make with plastic and the Boards make with plastic or carton.

4 Ways to play chess , PLAY RIGHTSIDE , for two players, PLAY REVESE for three players . PLAY REVESE for two players . PLAY RIGHTSIDE for one player.

FIG.1. To make the Model No1 and No2, but the Model No2 smaller than No1.

FIG.1. (q) view on FIG. 1(Q).

FIG. 2. To make the Model No3 . FIG. 3. To make the Model No4.

FIG. 4. Typical example on base . FIG. 5. Typical exsample on peg.

FIG. 6. The Board for the Model No2 and No4.

FIG.7. The Board for the Model No1 and No3.

FIG. 2(A) and FIG.3(A) to make No1, No2 and No3. Then put the ranks on the shoulders.

FIG.2(B) and FIG.3(B) to make No4, No5 and No6. Then put the ranks on the shoulders.

FIG.2(C) and FIG.3(C) to make No7, No8 and No9 . Then put the ranks on the shoulders.

FIG.2(D) and FIG.3(D) to make No12. Then put the ranks on the collars.

FIG.2(E) and FIG.3(E) to make No10 and No11. Then put the ranks on the collars

FIG.2(F) and FIG.3(F) to make No13. Then put the ranks on the collars.

FIG.2(G) and FIG.3(G) to make Castles. FIG.2(H) to make Bombs.

FIG.2(I) and FIG.3(I) to make Canons .

INSTRUCTIONS

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THE CASTLE never moves to another place. Any one can win the Castle, who wins it first has victory. But the Canon must be in double to shoot it to victory .

TRAP BOMBS never moves. Any one attacks it must be dead and out. The bombs stay to the end .Only Engineer and Canon attacks it then trap Bombs dead and out. .

CANON any one who attacks it must be dead and out. Except Engineer. The Canon attacks them by itseft , the Canon must be dead and out. One soldier , trap Bombs, Castle and Canon infront of the Canon must be same colour with the Canon to make the Canon shoot .

Cr mean red Canon , R mean red one, B mean blue one. When the Canon has got red one infront already, the blue one comes or is there already infront of red one, the Canon can shoot blue one dead and out. After that the Canon jumps over red one and moves to blue one place. See picture 1 and 2 . The Canon shoot like that any one must be dead and out. The blue Canon shoots like that too. The Canon can shoot up and down, right and left. If the blue one infront of the red already , you want to shoot it just moves the Canon behind the red then you can shoot it. Any time you want to shoot it then take it, but you don't want it then leave it and wait for good time then shoot it. The Canon do not go and shoot it in cross ways. The Soldier do not go and attack in cross ways as well .

No1 LIEUTANANT GENERAL wins everyone, except Spy.

No2 MAJOR GENERAL wins everyone, except Lieutanant General .

No3 BRIGADIER GENERAL wins everyone, except number 1 and 2 .

No4 COLONEL wins everyone, except number 1,2 and 3 .

No5 LIEUTANANT COLONEL wins everyone, except number 1,2,3 and 4 .

No6 MAJOR wins everyone, except number 1,2,3,4 and 5 .

No7 CAPTAIN wins everyone, except number 1,2,3,4,5 and 6 .

No8 FIRST LIEUTANANT wins everyone, except number 1,2,3,4,5,6 and 7 .

No9 SECOND LIEUTANANT wins everyone, except number 1,2,3,4,5,6,7 and 8 .

No10 P. FIRST CLASS wins everyone, except number 1,2,3,4,5,6,7,8 and 9 .

No11 P. SOLDIER wins everyone, except number 1,2,3,4,5,6,7,8,9 and 10 .

No12 ENGINEER win Spy, Canons and Bombs , lose everyone else .

No13 SPY wins Lieutanant General , lose everyone else .

You are Commander in chief to arrange your self. From line 1 to line 3 has 21 place. You can put the castle, canons, bombs and soldiers any where you like. Any games you can change arrangement. The soldiers and canons can go forward, back ward, right and left, any where step by step. Except when canon shoot it. The soldier can attack any where he want to by next right, next left, next up, next down . You can't attack two at the same time. You can attack once and wait for another move then you can attack again .

PLAY RIGHTSIDE for two players. First to arrange in secret , after that you turn them the rightside. You will see both of their faces. So one can't attack another relative rank, they must stay in together. When you are higher than him then you can shoot him dead and out, after that you move in to his place . Now you play chess .

PLAY REVESE for two players and one referee. You arrange in secret, only turn the castle the rihgtside and you play in secret. When the blue shoots red one then the referee will see in secret. If the blue wins puts in the red place and the red out. If the red wins then puts the red one in the same place and the blue out. The referee will not tell the two players who's dead. When one attacks another same relative rank both dead and out .

PLAY REVESE for two players. There is no referee. You arrange in secret and don't turn the Castle rightside. You play all in secret. When one attack another then you turn both of them the rightside. Two players will see who's won. The win one moves to loser's place and the loser isout. The win one can change with someone at the back and put it back in a place to keep a secret .

ONE PLAYER for one person pratise and learn how to play. There are many ways to arrange and how to get victory. You arrange both of them the right side and play . You play like two people. It will help you get more experience every day and should think twice befor doing something.

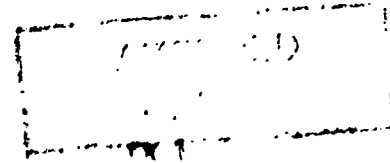
HERE ARE SOME HINTS . The spy and Major General go side by side. If you lose Lieutenant General Don't worry use canons and spy. If you want to break the gate to come in but you can't come in then get another person to make the canon shoot. so you can go in to another gate. If his canon doesn't want to shoot then you will use your canons and shoot in over lap to get his canon out. You will find out when you play game. If the bombs protect the castle , nobody can shoot the bombs dead and out the game is draw. If you shoot all sodiers and canons out, only bombs and castle left then you win .

CLAIMS

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1. MILITARY AFFAIRS CHESS is TRADER MARK
2. The Military affairs chess has got 42 chessmen for two sides. One side has got 21 chessmen and the other side has got 21 chessmen too. 21 names for one side same with 21 names the other side .
3. 42 names are 2 Castles, 4 trap Bombs, 4 Canons, 2 Lieutenant Generals, 2 Major Generals, 2 Brigadier Generals, 2 Colonels, 2 Lieutenant Colonels, 2 Majors, 2 Captains, 2 First Lieutenants, 2 Second Lieutenants, 4 P. First Classes, 4 P.Soldiers, 2 Engineers and 2 Spys.
4. The Chess Board has got 70 squares. The Columns has got number 1 to number 10. The rows has got 7 letters A, B,C, D, E, F and G. There are 6 crosses on 6 places 4B, 4D, 4F and 7B, 7D, 7F . This mark X means Soldiers and Canons can not go though, stay or jump over that place .
5. 4 ways to play chess, PLAY RIGHTSIDE for two players , PLAY REVESE for three players' , PLAY REVESE for two players and PLAY RIGHTSIDE for one player .
6. You are Commander in chief to arrange yourself. From line 1 to line 3 has 21 places . You can put the Castle , Canons, Bombs and Soldiers any where you like . Any games you can change arrangement .
7. The Soldiers and Canons can go forward, backward, right and left, any where step by step. Except when canon shoot it. The Soldier can attack any where he want to by next right, next left, next up, next down .
8. The Castle never moves to another place and trap Bombs never moves to another place too .
9. When Canon has got red one infront already , the blue one comes infront of red one, the Canon can shoot blue one dead and out . After that the Canon jumps over red one and moves to blue one place . see picture 1 and 2. The Canon can shoot up and down, right and left .

CLAIMS
Amendments



I claim

1. Game apparatus for playing a Military affairs chess game, which game apparatus comprises a playing board and a plurality of playing pieces, the playing board being such that it has seventy playing compartments with six of the playing compartments being marked to indicate that they form barriers during playing of a game so that the playing pieces can not go through , stay or jump over the six compartments, the playing pieces being formed into two sets of playing pieces, and the playing pieces being in the shape of military personnel and military objects .

2. Game apparatus according to claim 1 in which the playing compartments are flat playing compartments or recessed playing compartments .

3. Game apparatus according to claim 1 or claim 2 in which there are forty two playing pieces with twenty one of the playing pieces being in each set .

4. Game apparatus according to claim 3 in which the playing pieces are such that there are : 2 Castles, 4 trap Bombs, 4 Canons, 2 Lieutenant Generals, 2 Major Generals, 2 Brigadier Generals, 2 Colonels, 2 Lieutenant Colonels, 2 Majors, 2 Captains, 2 First Lieutenants, 2 second Lieutenants, 4 Private First Classes, 4 Private soldiers, 2 Engineers and 2 Spys .

5. Game apparatus according to any one of the preceding claims in which the six playing compartments are marked with a cross to indicate that they form the barriers during the playing of the game .

Date 30th / OCT / 1987

APPT

HUA VINH HOA

NO		B		NO
	NO	R	NO	
B	R	Cr	R	B
	NO	R	NO	
NO		B		NO

PICT 1

		Cr		
		R		
Cr	R		R	Cr
		R		
		Cr		

PICT 2



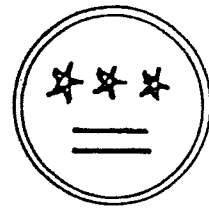
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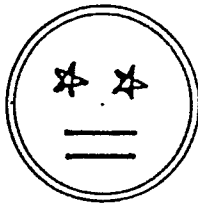
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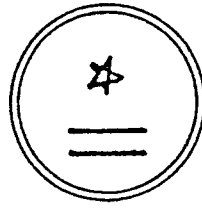
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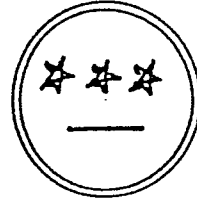
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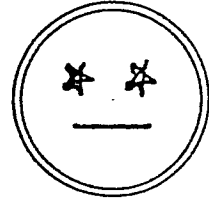
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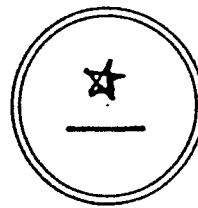
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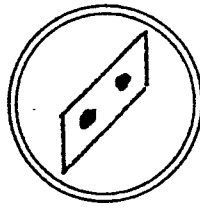
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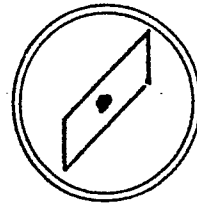
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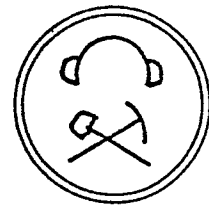
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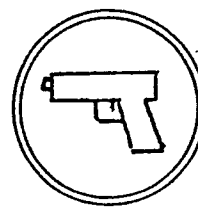
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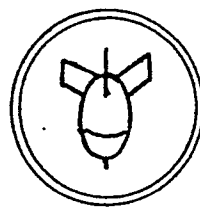
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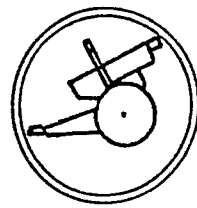
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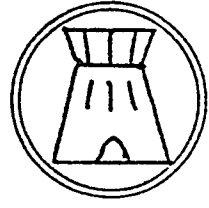
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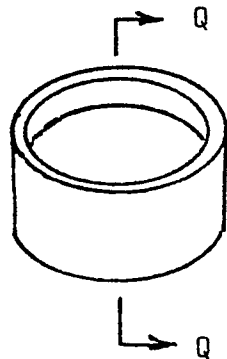
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P



Q



q

FIG. 1.

FIG. 2.

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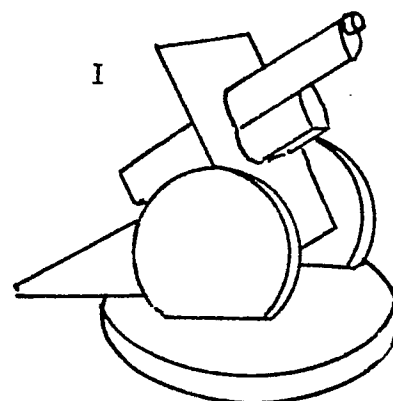
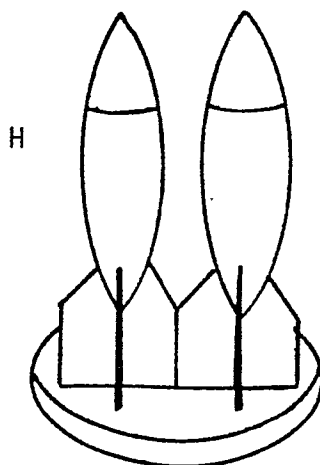
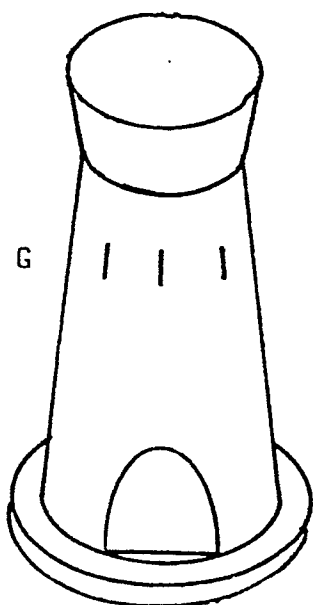
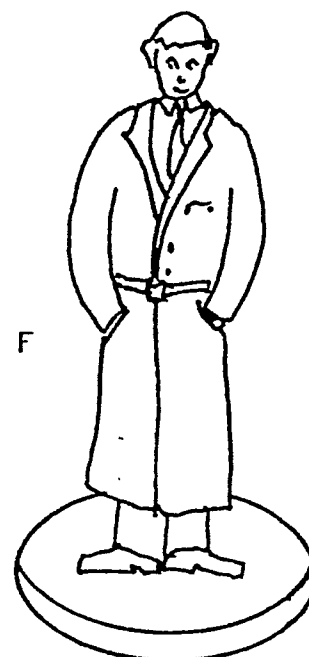
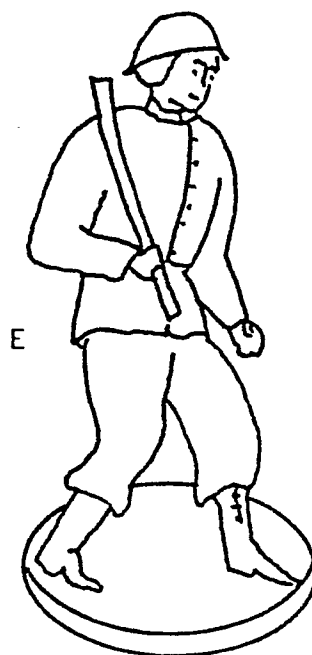
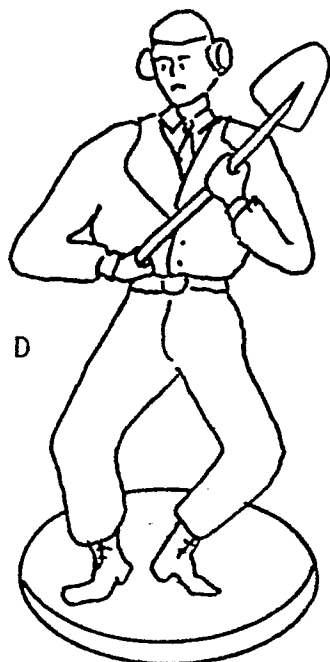
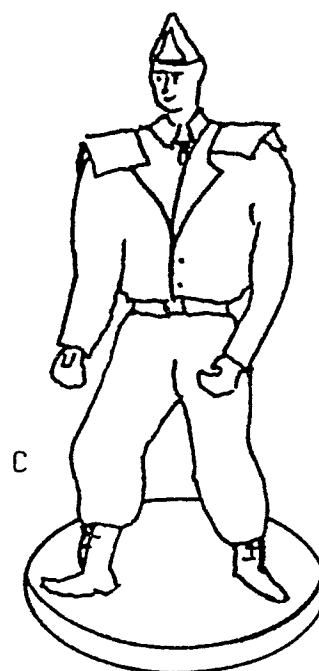
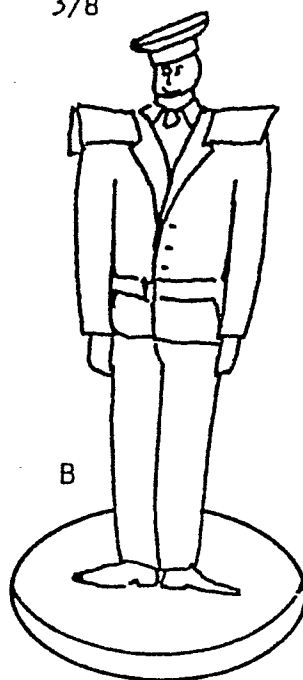
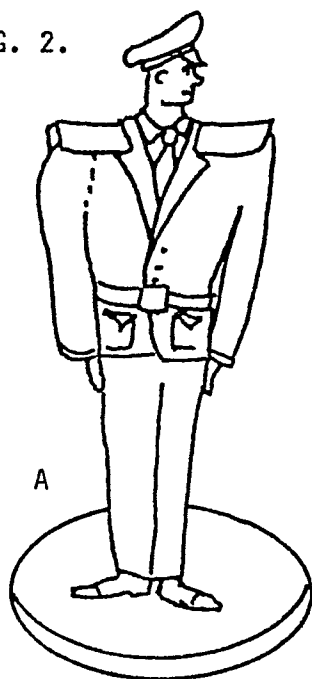
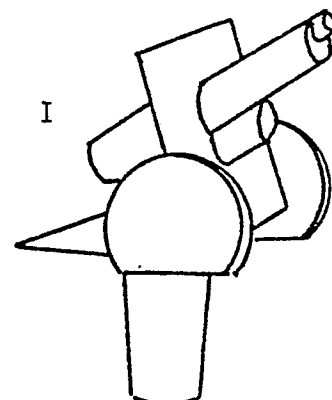
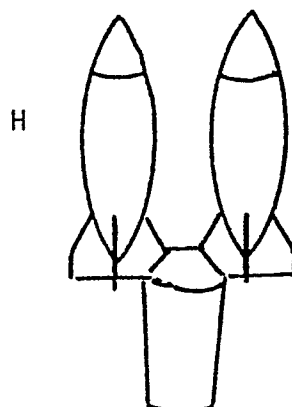
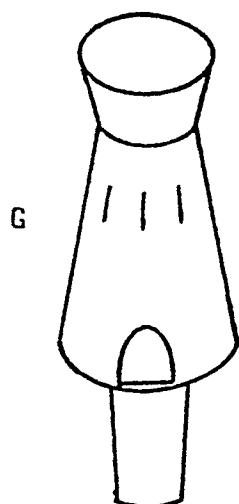
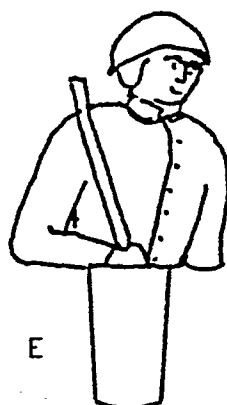
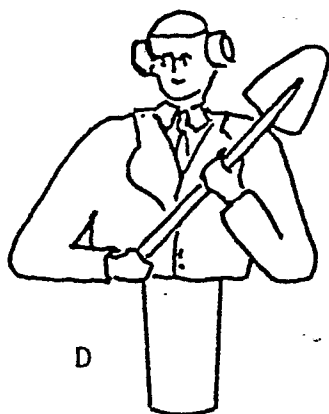
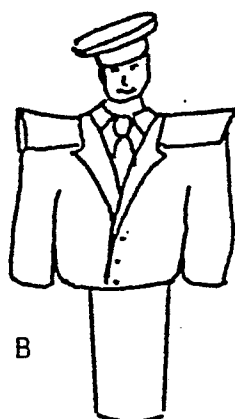
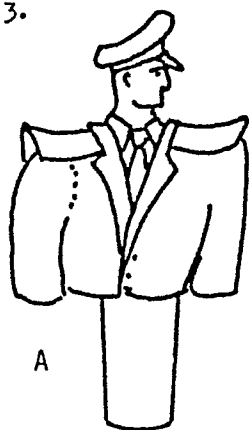


FIG. 3.



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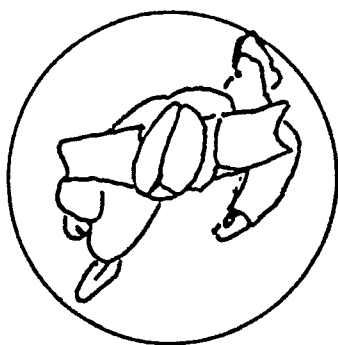
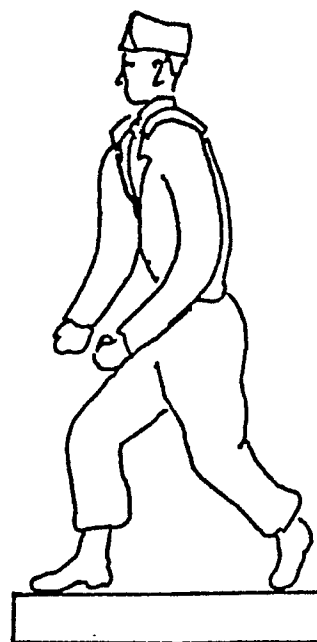
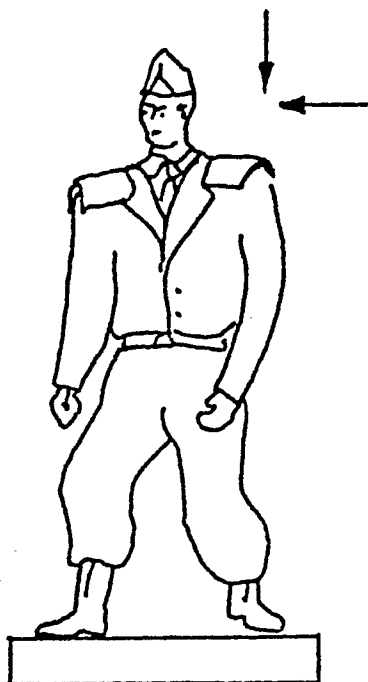


FIG. 4.

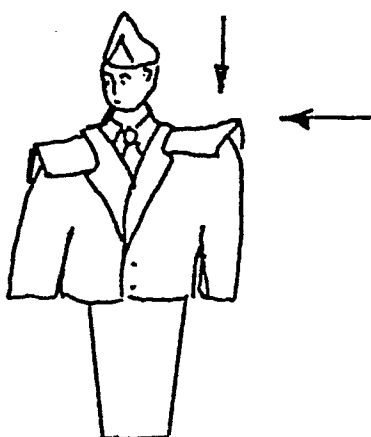


FIG. 5.

FIG. 6.

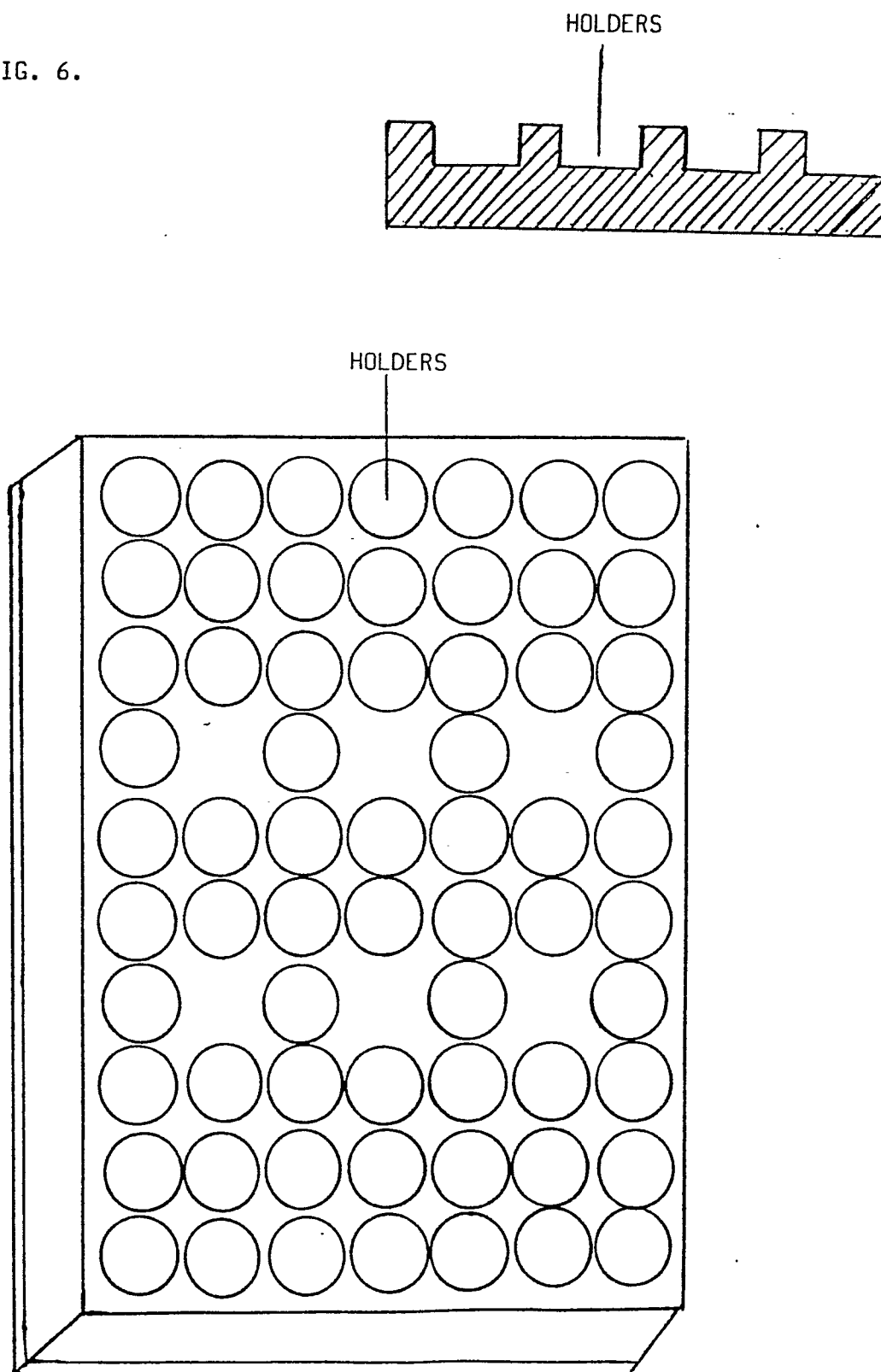
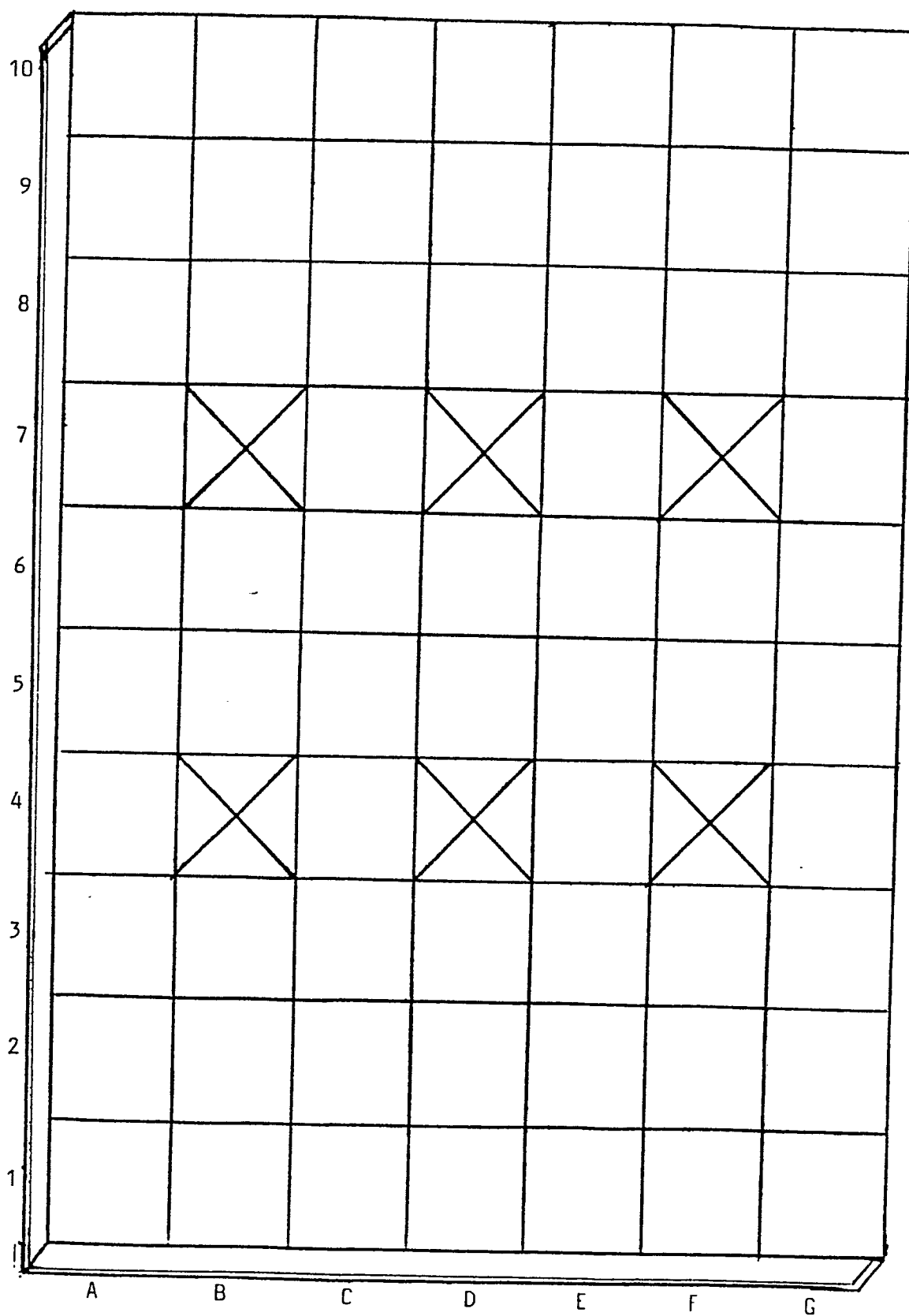
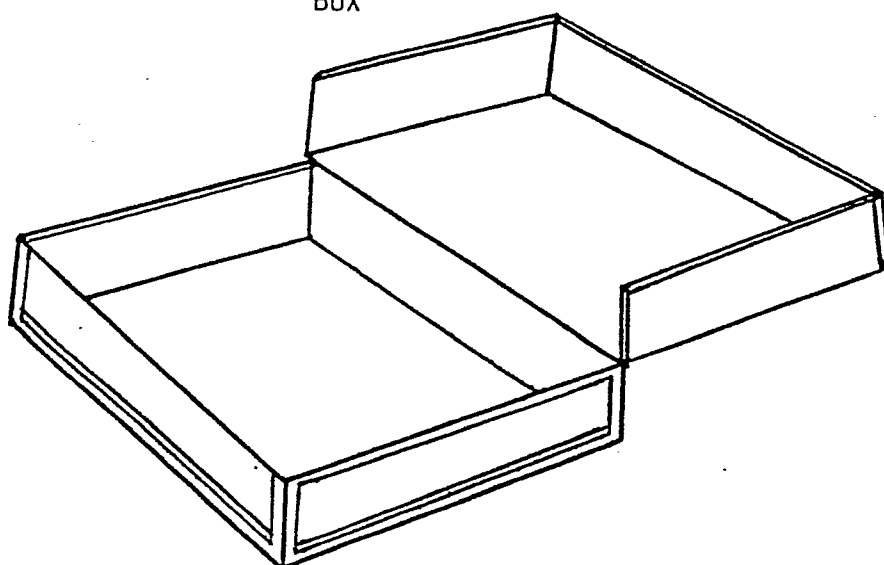


FIG. 7.



BOX





European Patent
Office

PARTIAL EUROPEAN SEARCH REPORT

which under Rule 45 of the European Patent Convention shall be considered, for the purposes of subsequent proceedings, as the European search report

0252599

Application number

EP 87 30 4897

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int. Cl.4)
X	US-A-2 400 644 (HOFFMAN) * Page 1, right-hand column, lines 30-39; figures 1,2 *	2-4	A 63 F 3/02
Y	US-A-3 908 998 (FONG) * Column 1, lines 23-26,43-47; figure *	2-4	
Y	FR-A- 480 016 (FLUBACHER) * Page 3, lines 26-41,64-71; figures 17,18,22 *	2-4	
Y	FR-A-1 084 628 (TETEVIDE et al.) * Page 1, right-hand column, line 17 - page 2, left-hand column, line 4; figures *	2-4	
Y	BE-A- 459 729 (QUINART-UYTTERSROT) * Page 1, figure *	2-4	
			TECHNICAL FIELDS SEARCHED (Int. Cl.4)
			A 63 F
INCOMPLETE SEARCH			
The Search Division considers that the present European patent application does not comply with the provisions of the European Patent Convention to such an extent that it is not possible to carry out a meaningful search into the state of the art on the basis of some of the claims. Claims searched completely: 2-4 Claims searched incompletely: Claims not searched: 1 and 5-9 Reason for the limitation of the search: Claim 1: Does not give any technical specification. Claims 5-9: Scheme, rules and method for playing games (see art. 52(2)(c) of the European Patent Convention).			
Place of search The Hague		Date of completion of the search 10-09-1987	Examiner GLAS
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document			