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Shkolnik

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[54] **GAME BOARD FOR THREE-PARTICIPANT CHESS**

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[51] **Int. Cl.** **A63f 3/02**

[58] **Field of Search** 273/131

[56] **References Cited**

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Attorney, Agent, or Firm—Lettvin and Gerstman

[57] **ABSTRACT**

A game board for three-participant chess which includes a central, six-sided play directing area and three checkerboard-like playing fields associated with three sides of the play directing area. In one embodiment, the play directing area includes indicia which defines sets of paths or guide lines by which movement of the pieces is directed from one field to each of the other two fields. Standard sets of Chess men are arranged on each playing field as in the normal chess game and play progresses in the normal manner except that the men move from one playing field to another via the paths or guide lines in the play directing area. In another embodiment the play directing area includes a rotatable member having thereon a single set of play directing paths.

5 Claims, 5 Drawing Figures

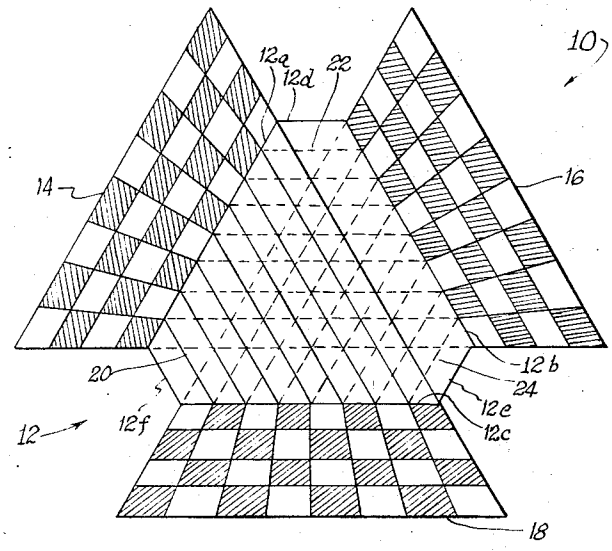


FIG. 1

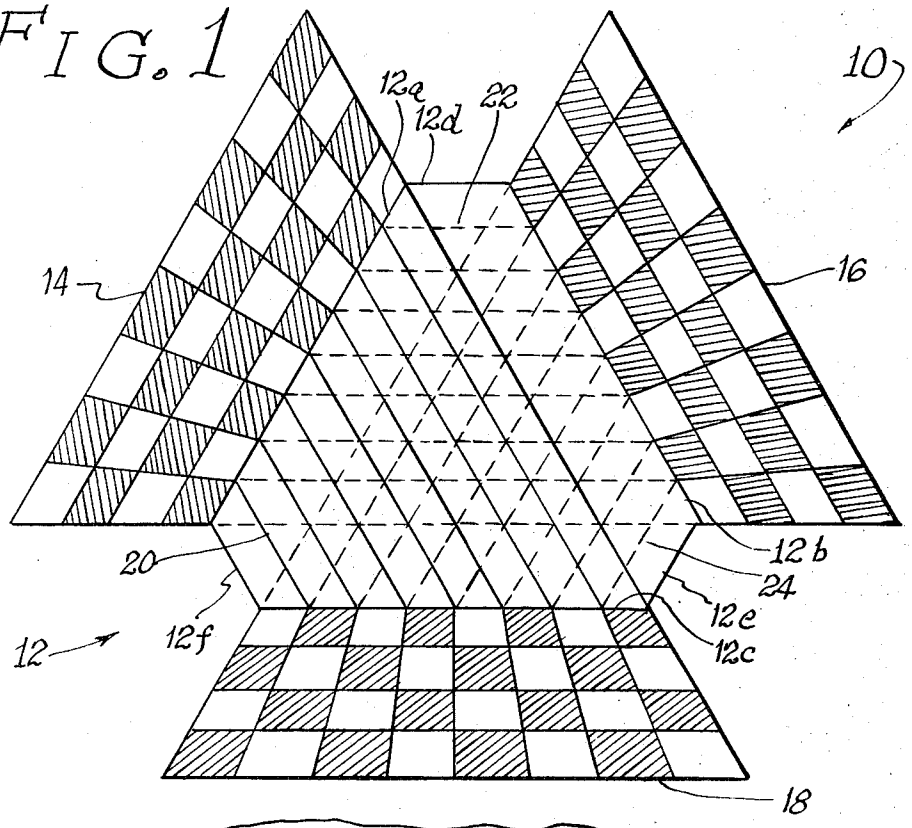

10
12a
12d
22
14
16
20
12b
24
12e
12c
12
12f
18

FIG. 2

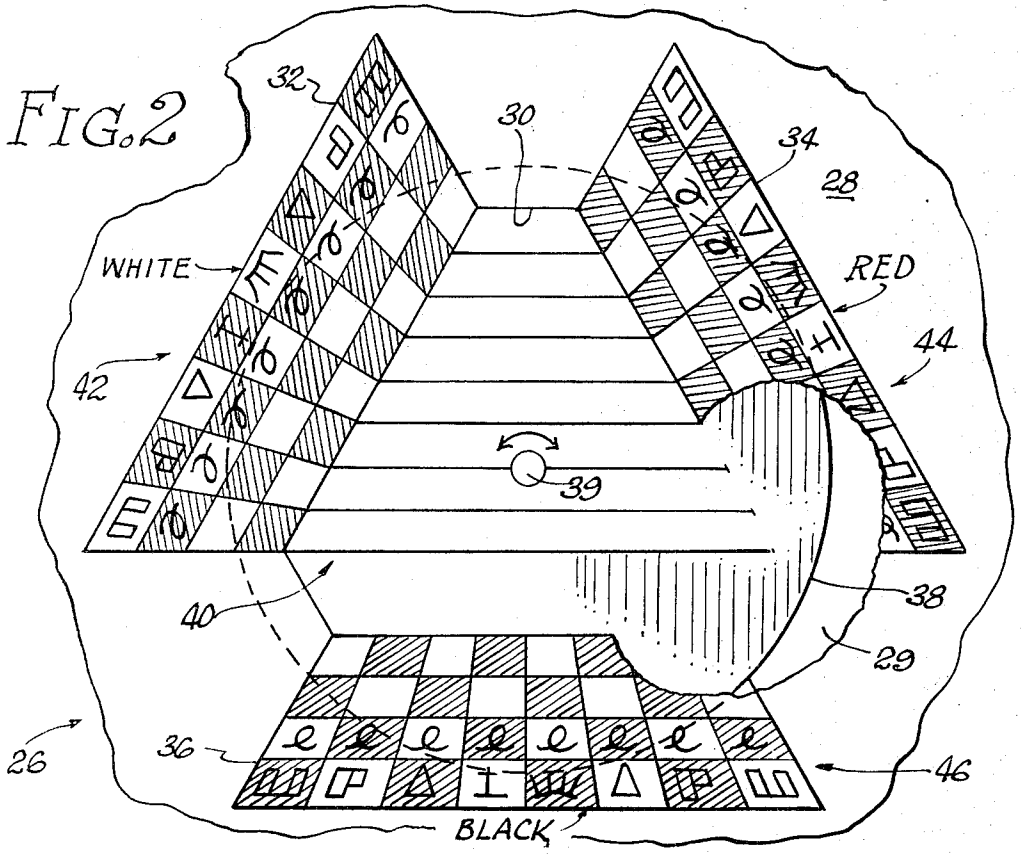

32
30
34
28
WHITE
RED
42
44
39
40
38
29
26
36
46
BLACK

FIG. 3

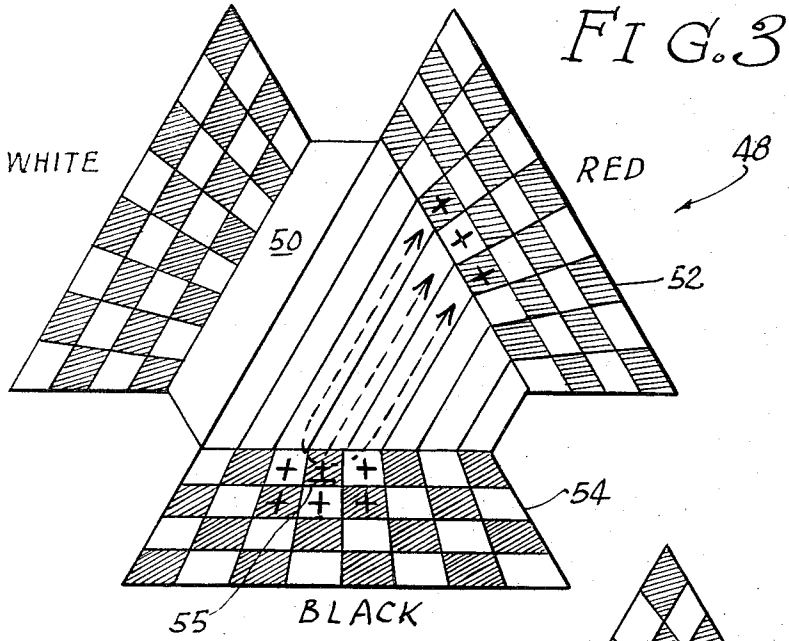
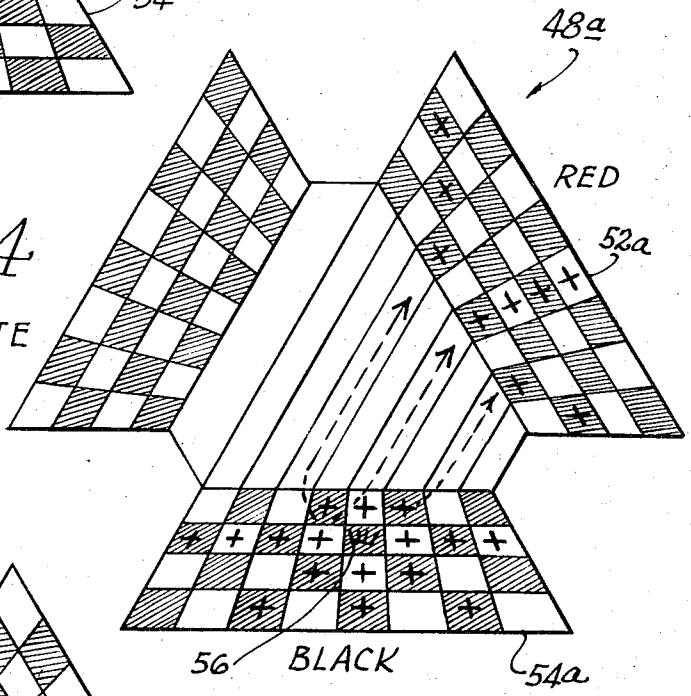


FIG. 4



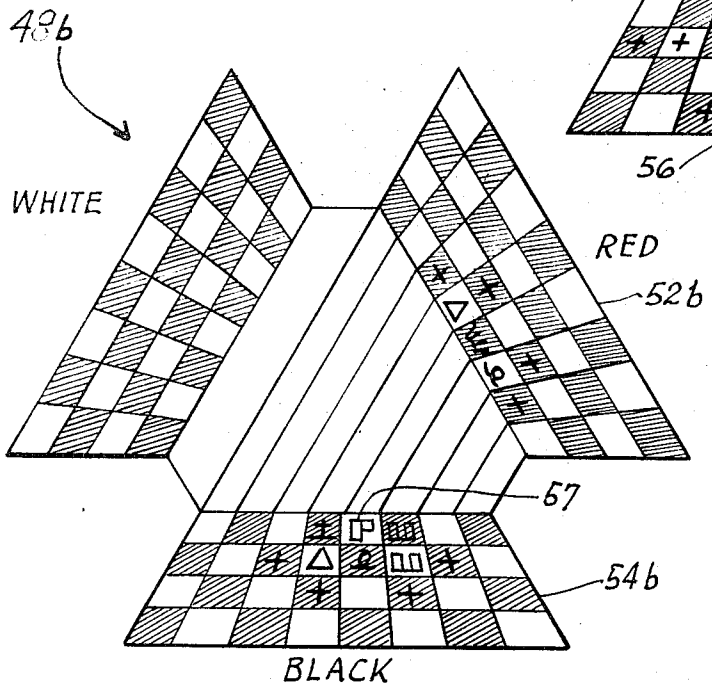


FIG. 5

GAME BOARD FOR THREE-PARTICIPANT CHESS

BACKGROUND OF THE INVENTION

This invention relates to game boards for playing chess.

Numerous variations of the standard two-man chess game have been devised, including those which permit play by three or four participants. In one version of the three participant game, there is provided a game board having a hexagonally-shaped peripheral configuration and three five-sided playing fields which abut one another and in which the playing squares are substantially distorted from the normal square shape. One disadvantage to this game is that the normal movement of the pieces has been distorted by virtue of the distortion in the shape of the playing fields. Therefore it may be difficult for the players to change from standard chess to chess using this board.

It is therefore an object of this invention to provide a game board for three participant chess on which the movements of the pieces are similar to the movements in the ordinary two participant chess.

These and other objects of this invention will become apparent from the following description and appended claims.

SUMMARY OF THE INVENTION

There is provided by virtue of this invention a game board for the play of three participant chess in which the game board includes a central play directing area and three **32** square playing fields joined to the central play directing area. In one embodiment, the play directing area has thereon indicia for directing the movement of the pieces from any one of the play fields to each of the two other fields. By virtue of this arrangement movement of the pieces is similar to that of ordinary chess. A second embodiment has a rotatable play directing area, whereby any two play fields may be connected.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a plan view of one game board in accordance with this invention;

FIG. **2** is a plan view of another game board made in accordance with this invention in which the play directing area is rotatable with respect to the play fields.

FIGS. **3, 4** and **5** are plan views of a game board having a rotatable play area and showing typical movements of various of the pieces; FIG. **3** depicts movements of a King; FIG. **4** movements of a Queen; and FIG. **5** movements of a Knight.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring now to the drawings, the game board **10** is a planar member having indicia thereon which defines a central six-sided play directing area **12,** which is a truncated equilateral triangle. The area **12** as shown has three long sides or bases **12***a*, **12***b* and **12***c* and three short or truncated sides **12***d*, **12***e* and **12***f*.

The board also has defined thereon three play fields **14, 16** and **18** each of which is contiguous with a long side of the play-directing area. The field **14** shares the side **12***a;* the field **16** shares the side **12***b;* and the field **18** shares the side **12***c*. Each of the play fields has thereon indicia defining **32** rectilinearly-shaped squares of alternately light and dark colors. The squares are arranged in four ranks and eight files or rows. In each of the fields a light square is provided at the lower right-hand corner thereof.

Referring to FIG. **1,** the central play area has indicia defining three sets of paths or guide lines. The first set **20** generally is indicated by solid lines which define a path whereby each row of squares in the field **14** is connected to a corresponding row of squares in field **18.** This correspondence directs movement of the pieces between the two fields. The rows of field **14** are connected with the rows of field **16** by a set of dotted lines **22** which define the paths for movement of the pieces between the fields **14** and **16.** Movement of the pieces between the fields **16** and **18** is directed by the dashed lines **24** which connect the rows of the fields **16** and **18.** From this it can be seen that movements can be directed from any one of the fields to either of the other two. For example, by virtue of the solid lines, movements can be directed between the field **18** and the field **14.** By virtue of the dashed lines, movements can be directed between the field **16** and the field **18.**

Referring now to FIG. **2,** the game board **26** is of a slightly different construction. It includes a pair of planar members **28** and **29** in which the member **28** has a central six-sided aperture **30** therein and indicia which define three play fields **32, 34** and **36.** A rotatable member **38** is positioned between the members **28** and **29** and mounted to the member **29** for rotation about an axis **39** within the aperture. A single set of play directing indicia **40** is provided on the member **38.** By rotating the member **38** the play directing indicia can be rotated so as to provide registry between the rows of any two of the play fields. In the position shown, the indicia connect the rows of fields **32** and **34.** Clockwise rotation of the member **38** by 120° connects the rows of fields **34** and **36,** and additional rotation of 120° connects the rows of the fields **36** and **32.**

Three sets of chessmen, each of a different color such as white **42,** red **44** and black **46,** are positioned on the back two ranks of each of the playing fields. The same pieces as used in standard chess are used in playing this three-participant chess game and include one King, one Queen, two Rooks, two Bishops, two Knights, and eight Pawns.

The movements of representative pieces are shown in FIGS. **3, 4** and **5.** Referring now to FIG. **3,** a chess board **48** having a rotatable play directing area **50** is shown in which the red playing field **52** is connected with the back field **54.** The black King **55** is shown positioned in the King's row, fourth rank and the squares to which the King can move are depicted by a simple cross (+). From the position shown, the King can move rearwardly one space; one space to the left or one space to the right; one space diagonally backward to the left or diagonally backward one space to the right. These movements are all restricted to the playing field **54.** The King can also move forwardly which would carry him into the play directing indicia. The play directing indicia does not count as a square in determining the movement of any piece. A forward move of one square leads the King via the play indicia to the red field King's row, fourth rank. The King can move diagonally to the left or right which carries him into the red playing field to the Queen's row, fourth rank and King's Bishop's row, fourth rank.

Referring now to FIG. **4**, the board **48***a* is shown with the black playing field **54***a* and red playing field **52***a*. The black Queen **56** is shown positioned in the Queen's row, third rank. The Queen can move as in normal chess along rows, ranks and diagonally. From the Queen's position it can move to any square having a cross (+) therein. Thus the Queen can move along the third rank either to the left or right. It can move backwardly to a position in the Queen's column or diagonally backwardly to the left or right. In the forward direction the Queen **56** can move forwardly one space and remain in the black playing field **54***a*, or if it is moved forwardly more than one space it moves into the play directing paths which carry it into positions in the Queen's row of the red play area. If the Queen is moved diagonally forwardly to the right, it can remain in the play area **54***a* or move into the path diagonally therefrom which would carry it into the King's Knight's row, fourth rank, or the King's Rook's row, third rank. If the Queen is moved diagonally to the left, it can remain in the black playing field or move to the red playing field via the play directing indicia. In that case it could be positioned in the Queen's Bishop's row, fourth rank, Queen's Knight's row, third rank, or Queen's Rook's row, second rank.

The movement of the Knight is shown in FIG. **5** on a board **48***b* having play fields **52***b* and **54***b*. The Knight **57** is movable to any of the squares marked with a cross. Thus from its position in the Queen's row, fourth rank, it can be moved to any of the positions shown on the black playing field. Furthermore, it can be moved forwardly to the red King's row and then diagonally therefrom into position in the red Queen's or red King's Bishop rows, third rank. The Knight can also be moved from its position on the black field to the left or right and then diagonally into position on the red playing field in the fourth rank, either in the Queen's Bishop row or the King's Knight row.

The Bishops move diagonally in the manner described with respect to the Queen and the Rooks move in ranks or rows as in the manner described for the Queen. The Pawn moves forwardly only except when capturing and in the same manner as in the standard chess game. The pieces move to unoccupied squares except when making a capture, then they take the square vacated by the captured man. The Knight is the only piece having the power to move or jump over an occupied square. The two exceptions to these rules are taking a Pawn en passant and castling.

In play, one player moves at a time and the play proceeds in a clockwise direction going around the board. As shown here, white could move first, then red, then black. Using a board as in FIG. **1**, play proceeds directly and each player can envision the various moves by merely following the paths defined on the play directing area. With the rotatable play area the player whose move it is rotates the area. For example, if it is the black player's turn he can connect his field with either of the red and white fields.

As play proceeds capture is effected by moving the opponent's man from the board and replacing it with the capturing man. The condition of checkmate or mate occurs when the King, being at the time in check, cannot be relieved from that condition.

The object of the game is for a player to checkmate both of his opponents. When the player is checkmated, he is out of the game and all of his pieces are removed from the board. Even though a player is out of the game his side of the board may still be used in the play by the other players.

It is expected that two players may attack the other player but direct communication between the players is not permitted.

It will be appreciated that numerous changes and modifications can be made to the embodiments disclosed herein without departing from the spirit and scope of this invention.

What is claimed and desired to be secured by Letters Patent of the United States is:

1. A game board for three participant chess having the peripheral configuration shown in FIG. **1** of the drawing and having on the surface thereof the pattern shown in said FIG. **1**.

2. An improved game board for three participant chess which includes a first substantially planar member having a six-sided opening therein and having indicia thereon adjacent said opening which defines three checkerboard-like playing fields with one of said fields cooperatively associated with each of three sides of said opening in an arrangement such that adjacent playing fields are separated by an unasssociated side of said opening, wherein each of said checkerboard-like playing fields includes thirty-two substantially rectilinear playing spaces which are arranged in eight rows and four ranks; and a second substantially planar member having play directing indicia thereon which is rotatably associated with said first planar member and arranged so as to expose said play directing indicia through said opening for connecting the rows of any two of the said playing fields in playing relationship so as to direct the flow of play between said fields.

3. An improved game board for three participant chess comprising: means bearing first indicia, which indicia defines three playing fields; and means bearing second indicia, which indicia defines a play-directing area, having play-directing paths; wherein each of said fields includes a plurality of playing spaces arranged to form a plurality of ranks and a plurality of rows, with a portion of each of said fields adjacent said play-directing area; and wherein said play-directing paths connect the rows of each playing field in playing relation with the rows of the other two fields so as to direct the flow of play between said fields.

4. A game board as in claim **3** wherein: said play-directing area is six-sided and centrally positioned and each of said playing fields is cooperatively associated with one of the sides of said area in an arrangement such that adjacent playing fields are separated by an unassociated side of said area; each of said playing fields being checkerboard-like and including thirty-two substantially rectilinear playing spaces which are arranged in eight rows and four ranks; and said first indicia bearing means and said second indicia bearing means are parts of a common member.

5. An improved game board for three participant chess comprising: means bearing first indicia, which indicia defines three playing fields; and means bearing second indicia, which indicia defines a play-directing area, having play-directing paths, wherein each of said fields includes a plurality of playing spaces arranged to form a plurality of ranks and a plurality of rows, with a portion of each of said fields adjacent said play-directing area; wherein said first indicia bearing means is a first substantially planar member having an opening

therein and said second indicia bearing means is a second substantially planar member which is rotatably associated with said first member and arranged so as to expose said play-directing paths through said opening for connecting the rows of any two of said playing fields in playing relationship so as to direct the flow of play between said fields.

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