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2,614,842

CRUCIFORM CHECKERBOARD

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Fig. 1

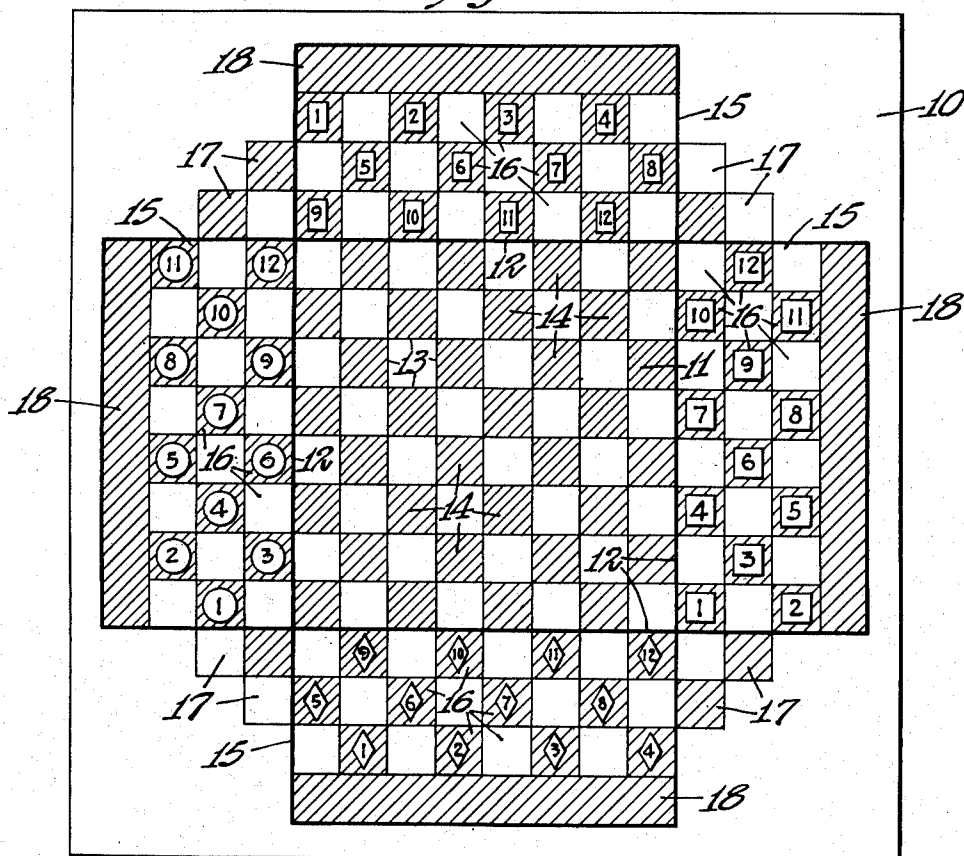


Fig. 2

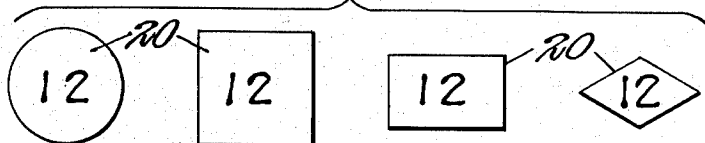
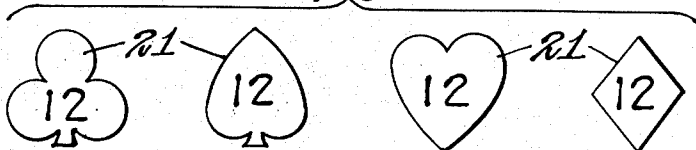


Fig. 3



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CRUCIFORM CHECKERBOARD

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2 Claims. (Cl. 273-131)

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This invention relates to a game apparatus comprising a game board and a plurality of sets of pieces with which ordinary checkers and a plurality of other games may be played.

It is an object of this game to provide a game apparatus having a board having a portion formed as a checker-board with additional portions for facilitating the playing of different kinds of games thereon.

It is a further object of the invention to provide a game apparatus comprising a board having a central portion formed as a checker-board, rectangular portions extending from each side thereof, all of said portions being divided into similar squares, the squares having adjacent sides being differently designated or colored, and a plurality of additional squares in the corners between the ends of said rectangular portions, the ones of said latter squares having adjacent sides being differently designated or colored, together with a plurality of sets of pieces disposable on alternate squares of said rectangular portions and movable onto said last mentioned squares.

It is also an object of the invention to provide a game apparatus comprising a board having a central portion forming an ordinary checker-board, rectangular portions projecting from each side thereof and divided into squares similarly to said central portion, and a rectangular zone extending along the outer side of each of said rectangular portions having a uniform designation or color, together with a plurality of sets of differently designated pieces disposable on alternate squares of said rectangular portions and being movable throughout said zones.

It is more specifically an object of the invention to provide a game apparatus comprising a game board having a square central portion divided by lines intersecting at right angles and parallel to the sides thereof into 64 equal squares, a rectangular portion projecting from each side of said central portion and similarly divided into 24 equal squares, and three similar squares disposed in the corners between the ends of said rectangular portions, the squares having adjacent sides being differently designated or colored, and a plurality of sets of pieces of different shape or designation disposable on alternate squares in said rectangular portions and movable onto said central portion and into the squares at the ends of said rectangular portions.

It is a further object of the invention to provide such a game apparatus as set forth in the preceding paragraph, said board having also a zone at the outer side of each of said rectangular

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portions having a width equal to the width of one of said squares and being of uniform designation or color.

These and other objects and advantages of the invention will be fully set forth in the following description made in connection with the accompanying drawings in which like reference characters refer to similar parts throughout the several views and in which:

Fig. 1 is a plan view of a game board used showing the pieces used therewith thereon;

Fig. 2 is a composite plan view showing one piece of four different sets of pieces; and

Fig. 3 is a view similar to Fig. 2 showing pieces of different shapes.

Referring to said views, a game apparatus is shown comprising a game board 10. Board 10 may be made of wood, cardboard, paper, plastic or other suitable material. Board 10 has formed on its top surface a figure comprising a central portion 11 square in form and enclosed in the lines 12. Said central portion is divided by spaced lines 13 intersecting at right angles into a multiplicity of equal squares 14. Said central portion 11 therefore is similar to and constitutes the ordinary and well known checker-board, the squares therein having adjacent sides being differently designated or colored.

Projecting from each side of the central portion 11 is a rectangular portion 15 having one long side coincident with the side of portion 11 and similarly divided into squares 16 equal in size to squares 14 and arranged in alignment therewith. The squares 16 having adjacent sides are also differently designated or colored. While the width of the rectangular portions 15 might be varied, in the embodiment of the invention illustrated said portions are shown as having a width or depth of three of said squares. Corners or corner spaces are thus formed at the ends of said rectangular portions 15 and additional squares 17 are disposed in said corners or spaces. While a number of these squares 17 could be varied, in the embodiment of the invention illustrated they are shown as three in number, one being disposed in the apex of the corner and the other two at the outer sides thereof and having sides engaging respectively the ends of adjacent portions 15. Squares 17 are designated or colored similarly to squares 14 and 16. At the outer side of each of the rectangular portions 15 is a rectangular portion or zone 18. While the length of this zone could be varied, in the embodiment of the invention illustrated it is shown as having the same length as the portions 15 and it has

a width of one of the squares 14, 16 or 17. The portion or zone 13 will have a uniform designation or color which preferably will correspond to the color or designation used on the squares 14, 16 and 17.

Certain objects or pieces 20 are used with the game and there are four sets of these pieces, each set comprising twelve pieces. The pieces of each set are preferably of different designation, shape or color. In Fig. 2 the pieces of the respective sets are shown as circular, square or rectangular in shape, as well as diamond-shaped. The pieces of each set may also be differently designated in any suitable manner as by being numbered from 1 to 12, as indicated in Figs. 1 and 2. In Fig. 3, the sets of pieces 21 are shown as having the shape of the well known figures on playing cards, namely, the shape of clubs, spades, hearts and diamonds.

Various games may be played upon the board. The well known game of checkers or straight checkers can be played by using the central portion 11 and two sets of the figures 20 or 21. This game is so well known that further description thereof is unnecessary. The apparatus can also be used to play checkers where there are three or four players. With three or four players the sets of pieces are preferably placed on alternate squares in the rectangular portions 15, as indicated in Fig. 1, and they are then moved one square at a time diagonally and forwardly. If an opponent's piece stands in the way the player can jump over the same if the space beyond in a diagonal direction is open and the piece so jumped can then be taken or removed from the board. Other than having the pieces start in the rectangular portions, the three or four handed game of checkers is played the same as ordinary checkers and a "king row" can be established in the row of squares either at one side of central portion 11 or in the outermost row of the portions 15.

The preferred game for which the board can be used has been termed "Yankee checkers" which is playable by two, three or four players. In the latter game the pieces are placed on the rectangular portions, as indicated in Fig. 1. In this game the pieces can be moved diagonally as in ordinary checkers, but may be moved forwardly or rearwardly. A player can also jump over his own pieces either forwardly or rearwardly to get into better position either for a move or for a jump over an opponent's piece. When a player jumps over his own pieces, they are not removed from the board, but when he jumps an adversary's pieces they are removed from the board. If a player has an opportunity to jump a piece and does not do it, his opponent may call aloud "checker" and remove the piece which could have been jumped as a penalty. The move which said adversary made instead of jumping must then be retracted. The zones 18 add greatly to the facility and flexibility of the game. A player can move into the zone 18 from any one of the playing squares contacting said zone and he can move any distance in said zone which is desirable. Sometimes he may move just to the next playing square and at other times he can move to the remotest playing square. It will readily be seen that this zone 18 therefore adds a great deal to the game and gives opportunity for many new situations and additional skill. In the game of "Yankee checkers" no "king's row" is used since the pieces can be moved in either direction at any time. However, in playing the regular game of checkers with three or four players and starting

with the pieces arranged, as shown in Fig. 1, the zones 18 could be used as "king rows" and the kings could move throughout the zone or any portion thereof. This would add greatly to the ordinary game of checkers. It will also be seen that in playing "Yankee checkers" the squares 17 are important. A player could jump his own piece; as for instance, the square piece 12 shown at the right of the board in Fig. 1 could be jumped by the piece 11 and the piece 11 could then be in one of the squares 17 and might be able to jump the adjacent rectangular piece in the upper zone 15. Where there are two playing squares 17, as at the upper left-hand and lower right-hand corner of the board, a player could jump a piece in the end corner of either adjacent rectangular portion 15. A player can always move his pieces onto one of the squares 17 if the latter is unoccupied. These squares 17 therefore in the corners add a great deal to the game of "Yankee checkers." They can also be used in playing three or four-handed checkers either with or without the zones 18.

One advantage of having pieces of different shapes as illustrated, is that it makes possible the playing of the game in poor light when colors might not be readily distinguished and further it makes possible games in which players are blindfolded as is often done in match games. By numbering the pieces of each set from 1 to 12 an object of the game could be to take off the adversary's pieces and the player who has pieces left on the board could add the numbers of those pieces to the numbers of the pieces which he has taken off and the total would be his score. A numerical score could thus be kept. Another feature can be added in which the game would be played with the numerals on the pieces turned downward so that no player could tell exactly what his score would be until at the end of the game when the numerals would be disclosed and totalled as above described.

The further use of the game apparatus would be in the playing of the now well known game of "Chinese checkers." Millions of these latter games have been sold during the last few years and it is not considered necessary to further explain this game or the method of playing it.

From the above description it will be seen that I have provided a novel game apparatus and one which presents greatly increased possibilities in the matter of amusement and recreation and one which adds greatly to the playing features and skill of the game. The apparatus is simple and can be made at little if any additional expense over an ordinary checker board. The pieces 20 and 21 can be made of any convenient or suitable material. The designations thereon may be greatly varied. When the designations are as shown in Fig. 3, some of the features of card games could be introduced, such as having values on the different suits. The device has been amply demonstrated in actual practice and found to be very successful, efficient and entertaining.

It will of course be understood that various changes may be made in the form, details, arrangement and proportions of the parts, without departing from the scope of applicant's invention, which generally stated, consists in a device capable of carrying out the objects above set forth, in the parts and combinations of parts disclosed and defined in the appended claims.

What is claimed is:

1. A game board comprising a surface marked to provide a square center area, a rectangular

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wing area extending from each side of said center area with one side coincident with a side of the center area, said center and wing areas being divided by intersecting lines to provide rows of checkered squares of substantially equal size, each corner at the juncture of adjacent wing areas having three squares marked therein to provide paths of movement between two rows of said wing areas for a game wherein playing pieces are to be moved along paths diagonal to the squares of said areas, alternate squares of the respective rows being of different color, and an undivided zone at the outer margin of each wing area extending the full length of said area and having a width corresponding to one side of said squares for a game wherein a playing piece is to be moved throughout the length of said outer zone into registration with any of the rows perpendicular to said elongated zone, said squares and zones constituting coplanar playing surfaces.

2. A game board comprising a surface marked to provide a square center area, a rectangular wing area extending from each side of said center area with one side coincident with a side of the center area, said center and wing areas being divided by intersecting lines to provide rows of

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checkered squares of substantially equal size, alternate squares of the respective rows being of different color, an undivided zone at the outer margin of each wing area extending the full length of said area and having a width corresponding to one side of said squares for a game wherein a playing piece is to be moved throughout the length of said outer zone into registration with any of the rows perpendicular to said elongated zone, said squares and zones constituting coplanar playing surfaces.

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