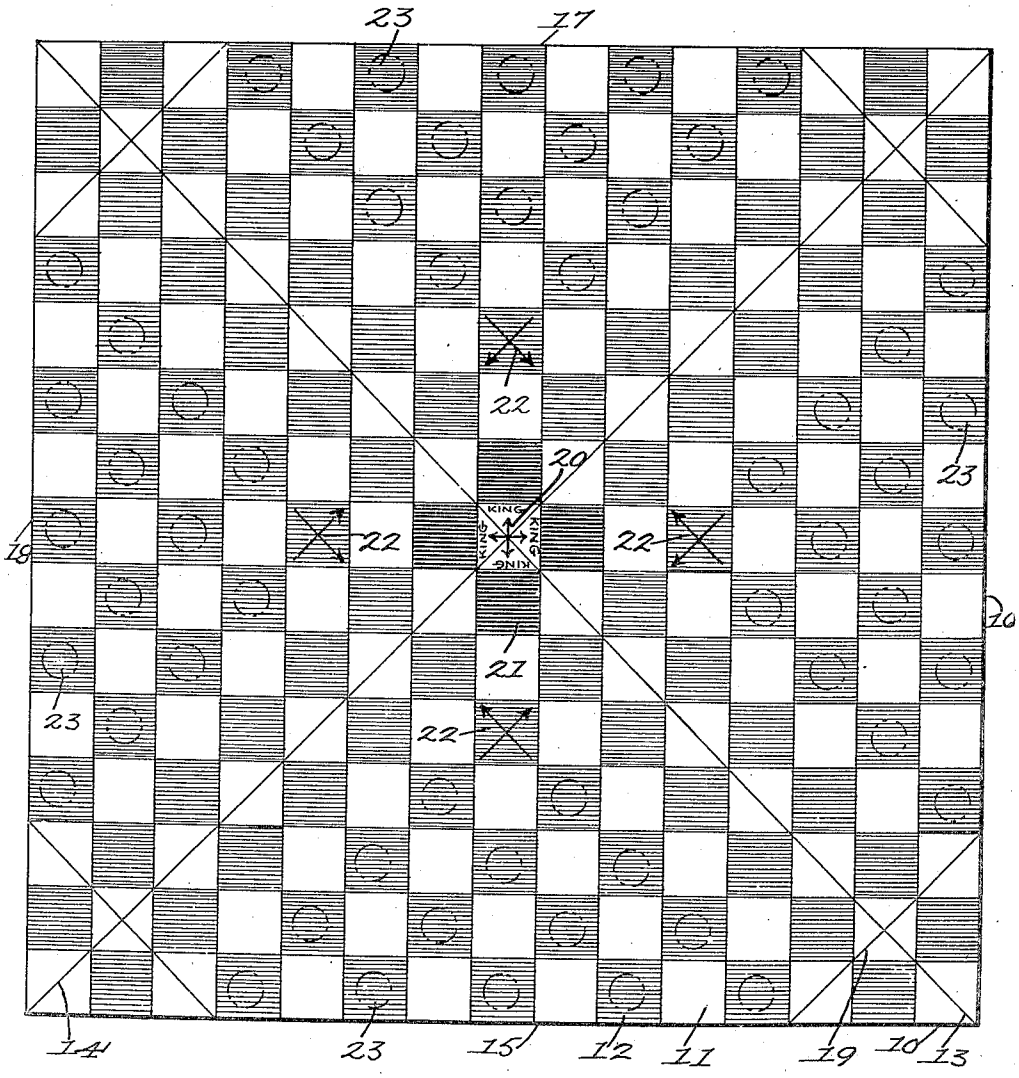
F. TAUFER.

GAME.

APPLICATION FILED JUNE 16, 1920.

1,392,979. **Patented Oct. 11, 1921.**



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GAME.

1,392,979. Specification of Letters Patent. Patented Oct. 11, 1921.

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To all whom it may concern:

Be it known that I, FRED TAUFER, a citizen of United States of America, residing at Meadow Lands, county of Washington, and State of Pennsylvania, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games and the manner of playing the same.

The principal object of the invention is to provide a novel game similar to the well known checker game which however can be played by 2, 3 or 4 persons.

A further object of the invention is to provide a game board with a plurality of squares over which a plurality of checkers can be moved according to specific rules in reference to various fields, thereby providing an interesting form of amusement.

These and other like objects are attained by the novel construction and arrangement of elements and combination of parts hereinafter described and shown in the accompanying drawing, forming a material part of this disclosure, and in which—

The single figure is a top plan view showing a board made in accordance with the invention.

This board 10 here shown to be of square form has 15 by 15 or 225 fields 11 and 12, white and black in alternate order arranged in a manner similar to the fields of the well known chess board.

Diagonal lines 13 and 14 divide the board into 4 triangularly shaped fields 15, 16, 17 and 18 respectively each for one player.

In the corner of each field a neutral zone 19 is provided, while the center square 20 is the so-called king square surrounded by 4 squares 21 shaded in a deeper color than the remainder of the black fields for a purpose hereinafter more fully to be described.

Each of the fields 15, 16, 17 and 18 has one square 22 marked by crossed arrows to represent the position of a "captain".

If the game is played by four players, each of the fields 15, 16, 17 and 18 is occupied by 14 checkers 23, in the manner indicated on the drawing all of which are on black fields, and the checkers of each field are of a different color in order to distinguish them from the checkers on the neighboring field.

The checkers are moved across the board in the same manner as the checkers on the well known checker board. The ordinary checkers 13 of one field only to be moved forward against the other adjoining fields.

It is to be understood that if less than 4 players participate in the game, the unoccupied field or fields are to be considered as "neutral" or fields not to be invaded by any of the checkers of the players. If any of the checkers should enter the neutral zone 19 of any field the respective checker is considered to be out of the game.

As soon as a checker of one of the players occupies the square marked by the crossed arrows in the adjoining or enemy's field it is made a "captain" and if it occupies any one of the four central squares 21 around the king square 20, of a neighboring field, it is made a "king". Captains and kings can move forward and backward in all directions and are also not "interned" in the neutral zone 19.

If one player loses all of his checkers his field is considered "neutral" while the other players continue the game. As the game is played in the same manner as the well known checker game, it will be clearly understood from the foregoing description and the accompanying drawing.

Having thus described my invention, and indicated the manner in which it is used, what I claim as new and desire to secure by Letters Patent is—

1. In a game board of the character described, the combination with a rectangular plate marked into a plurality of alternating white and black squares, a king square in the center, four deep black squares surrounding said king square, four fields created by diagonal lines, a captain square in each of said fields, a neutral zone in the corner of each field, and a plurality of checkers in each field arranged in a predetermined position to each other, and movable over the squares of the board in accordance with certain predetermined rules.

2. A game board of the character described comprising a rectangular plate, 225 alternating black and white squares on said plate, diagonal lines dividing said plate into four triangular fields, other lines cutting off the rectangular corner of each field to form an internment zone, each of said fields comprising a captain square marked by crossed arrows, and a dark black square adjoining the neutral or king square of the board, substantially as described.

3. A game board of the character described comprising a rectangular plate, a plurality of alternating black and white squares on said plate, four triangularly shaped fields formed by diagonal lines on said plate, the rectangular corner of each field forming an internment zone, sets of checkers for each field, to be played, each set of a different color, the field not occupied by checkers to form neutral zones, and means for obtaining captain and king checkers upon movement of said checkers according to predetermined game rules.

In testimony whereof I have affixed my signature.

FRED TAUFER.