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GAME.

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1 282,964.

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Fig. 1.

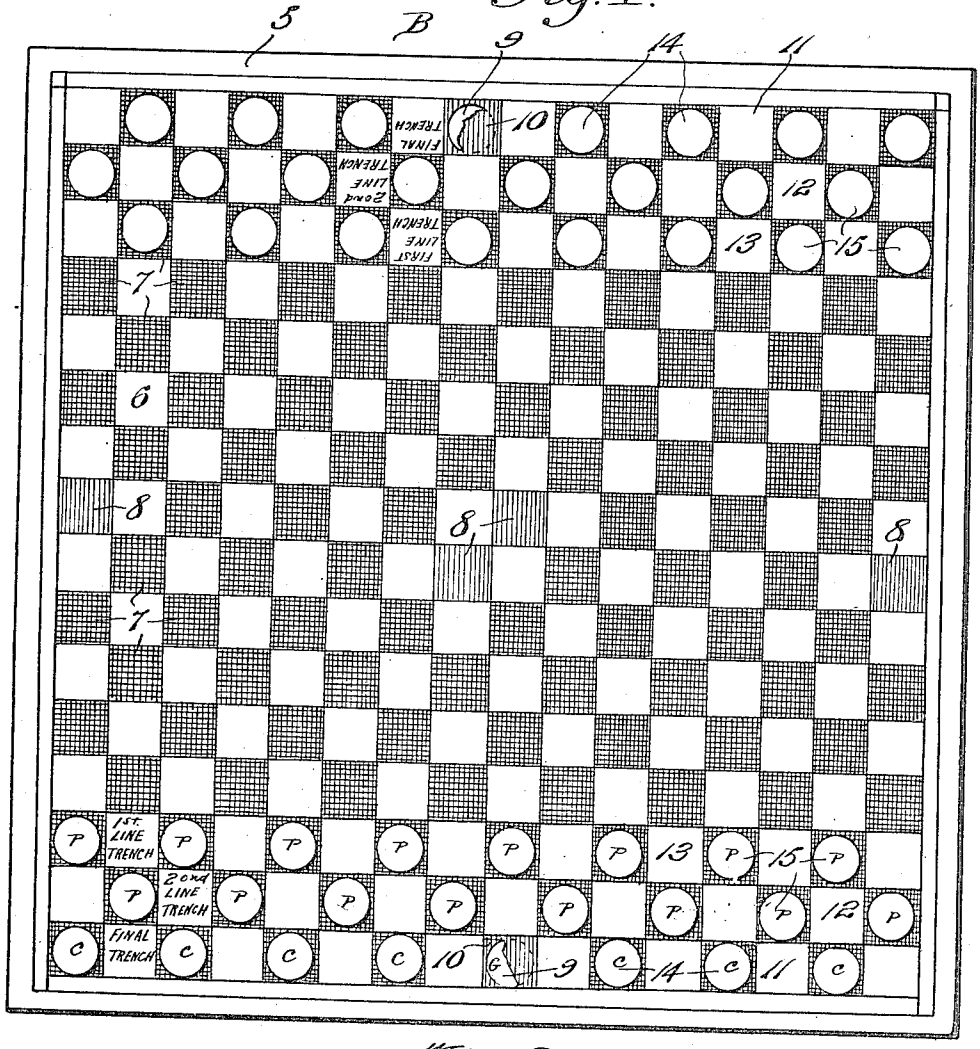
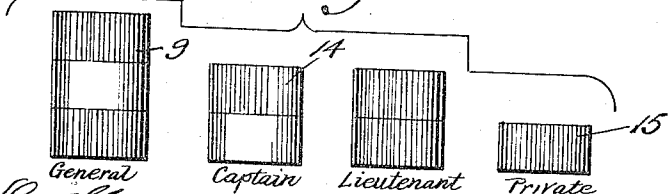


Fig. 2.



Witness

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UNITED STATES PATENT OFFICE.

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GAME.

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To all whom it may concern:

Be it known that I, EDWARD C. SIMCOX, citizen of the United States, residing at Columbus, in the county of Franklin and State of Ohio, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to games, and has for its object to provide an interesting and entertaining game wherein the elements and principles of warfare are brought into play, and wherein the skill and acumen of each player participating may be readily exercised and disclosed.

To this end, the invention comprises, among other features, a game including a playing surface having a checker-board arrangement of player positions disposed thereon, certain of said positions denoting trenches or troop assembling spaces, and upon which are initially disposed the playing elements of the game, said elements consisting of a plurality of members of varying rank and including for each side a general, a plurality of captains and a substantially greater number of privates, which latter are promoted to the standing of lieutenants upon gaining certain field positions; another object of the invention being to maneuver said elements over said surface or position in such manner that the general and plurality of captains of the opposing side be captured, which when accomplished provides a victory for the attacking side, thereby concluding the game.

For a further disclosure of the invention, that is with regard to the peculiar manner of construction and playing the game, reference is to be had to the following description and to the accompanying drawing, forming a part of this specification, and in which similar characters of reference denote corresponding parts throughout the several views thereof, and:

Figure 1 is a plan view of the game comprising the present invention, the playing elements thereof being shown in their initially assembled positions.

Fig. 2 is a grouped view of the playing elements.

Referring more particularly to the drawing, the game B comprising the present invention is played upon a rectangular surface or board 5, which may be of relatively rigid or foldable construction, and formed from any desired material or of any proportion. The playing face of the board has suitably printed and described, impressed or otherwise designated thereon a checker-board simulating field 6, consisting of a number of diagonally joined squares or player positions, 7, which latter in this instance are preferably sixty-four (64) in number. The squares 7 are usually of a somber or dark color, as indicated, and the intervening spaces are preferably white, however, certain of the squares or positions, designated 8, are red in color and the functions of these positions 8 will be presently set forth.

The players utilized by the game consist of two sides or armies of differently colored players, which may be of any desired fanciful or plain configuration, a plain and inexpensive design being shown. The players comprise elements of graded authority, position or liberties, the main element for each side being the general, designated by the numeral 9, this player is normally located upon the red positions 10, situated within the outer rows 11 of the square 7, these outer rows being termed the final or third line trenches, the next adjacent rows 12 of said squares being designated as the second line trenches and the next rows 13 as the first line trenches.

As before stated, the generals 9 normally occupy the central positions 10, found in the rear or third line trenches 11 and situated in horizontal alinement with the generals and occupying the remaining spaces or squares in the trenches 11, are a plurality of player elements 14, termed captains, the latter being so constructed as to be readily distinguished from a general. The players 9 and 14 are permitted to move in any diagonal direction over the face of the board 5, that is either forward or backward, and a captain of an opposing side is relegated with the authority to capture the general of its opponent.

Adapted to initially occupy the first and second line trenches, 13 and 12 respectively, are a plurality of player elements termed privates, the latter being designated by the numeral 15 and are of substantially different construction from the previously described playing elements. The privates 15 are only allowed to move diagonally forward, not in a rearward direction, as this privilege is only carried by the officers. In moving forward, the privates must, in the

course of their advance, occupy one of the four red positions 8, which positions are known as the high-ground or safety zones. In the event of failure on the part of the players 15 to move over one of the positions 8, the players thus offending are forfeited and removed from the game. A player is also forfeited or captured if permitted to occupy one of the spaces 8 longer than two successive moves. It will be understood that it is the object of the enemies' troops or players to prevent the unhindered advance of the opposing players across the board. This can be accomplished, as in an ordinary checker game, by maneuvering certain players so that they can jump advancing opposing players, or by so alining certain players that further moves on the part of the opposing side will be blocked or rendered impossible. After a private 15 has successfully gained the trench of his opposing side, he is "crowned" and is promoted to the rank of lieutenant, the latter being distinguished, as shown in Fig. 2, by placing another man or player upon the same. A lieutenant is allowed the same liberties as that of the other officers, that is with regard to freedom of movement in any direction, and is permitted to capture or take an opposing officer of any rank, this feature cannot be accomplished by a private.

The object of the game, mainly, is to capture the general of the opposing force, which feature is considered to be equal to winning one-half of the game, as a captured general equals five points of the ten points necessary to win the game. A captured captain counts one point, therefore it is necessary in order to conclusively win the game to capture five of the seven captains, and when this is accomplished, the game is considered to have been won by the successful side. Each player is entitled to one move at a time and is obliged to always move in a diagonal direction. An officer is not obliged to pass through the safety squares 8, and is not allowed to occupy such squares, if passing through the same for more than two successive moves. It will be understood that a private can capture a private, but cannot capture an officer; it is not until the private reaches the trench rows of the opposing force that he is raised to the authority of an officer, he being then ranked as a lieutenant and is endowed with the authority to move in any diagonal direction or capture any man. It is, of course, mandatory that a player should be captured at every apparent opportunity, otherwise a penalty of the loss of one man is inflicted upon the side making the oversight. A captured man cannot reënter the game, and a man is considered captured when he is "jumped".

In summary, the following fundamental rules of the game should be carefully observed. A private cannot be moved backwardly until he becomes an officer, and this distinction is gained by entering the trench rows of the opposing force. A private can capture a private but not an officer. If a private passes through the high-land spaces 8 without touching same, the player is immediately forfeited and should be removed from the game. The general should be protected and guarded, as his loss is practically equivalent to the loss of the game.

From the foregoing, it will be seen that there is provided a game possessing amusing, entertaining, thoughtful and skill displaying features which are effectively brought out during the progress of the game. The latter involves a little more study and care in playing its several moves than that which is taken in an average game of checkers, but does not possess the complexity of the well known game of chess. It also contains abundant features of interest so as to render the same popular at all times, but for psychological reasons, the same is particularly appealing during the present martial period. It is thought from the foregoing that the features of construction and the rules for playing the game will be clearly understood, therefore, a more detailed explanation has been accordingly omitted. It will be understood, however, that the invention is not limited to the precise method for construction and playing the game as above set forth but that these features are susceptible to such changes as practice may develop to be necessary, and will consequently fall within the ambit of the invention.

Having described the invention, what is claimed as patentable is:

1. A game of the character described, comprising a playing board having rows of diagonally joined player positions designated thereon, said positions being defined by parallel lines extending longitudinally and transversely across said board, certain of said rows extending transversely across the board and located at opposite longitudinal ends of the latter being distinctively marked to designate positions of graded importance, four positions situated between said distinctively marked rows and having characteristic markings, and a plurality of playing elements of varying authority situated to occupy and to defend said distinctively marked rows.

2. A game of the character described, comprising a playing board having rows of 128 diagonally joined player positions, said positions being defined by parallel lines extending longitudinally and transversely across said board, certain of said rows being dis-

tinctively marked to designate positions termed "trenches" of graded importance, said latter positions being situated adjacent to the longitudinal ends of said board, four other distinctively colored positions designated "high ground" situated between said "trench" rows, and a plurality of playing elements of varying authority situated to occupy and to traverse the said positions, said playing elements increasing in rank and importance in accordance to their relative height.

In testimony whereof I affix my signature.

EDWARD C. SIMCOX.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."