F. KLEISSL.

GAME.

APPLICATION FILED SEPT. 9, 1915.

1,295,993.

Patented Mar. 4, 1919.

7 SHEETS—SHEET 1.

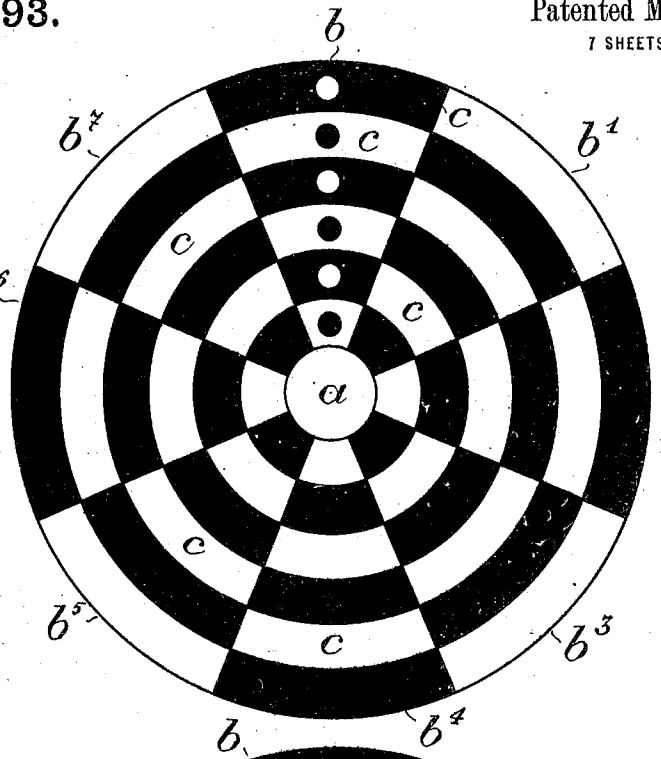


Fig. 1.

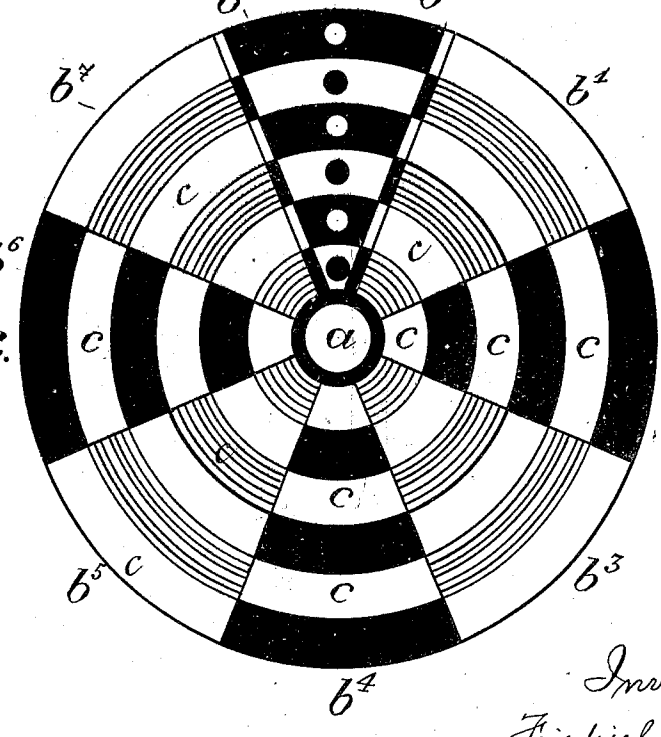


Fig. 2.

Inventor.
Friedrich Kleissl
By Lamb & Co
atty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

F. KLEISSL.

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7 SHEETS—SHEET 2.

Fig. 4.

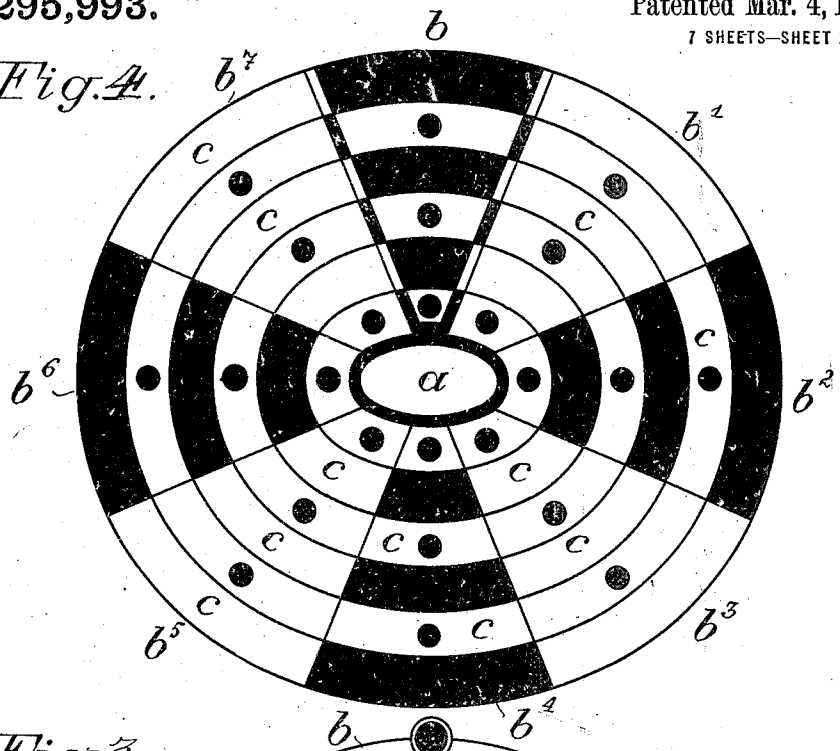
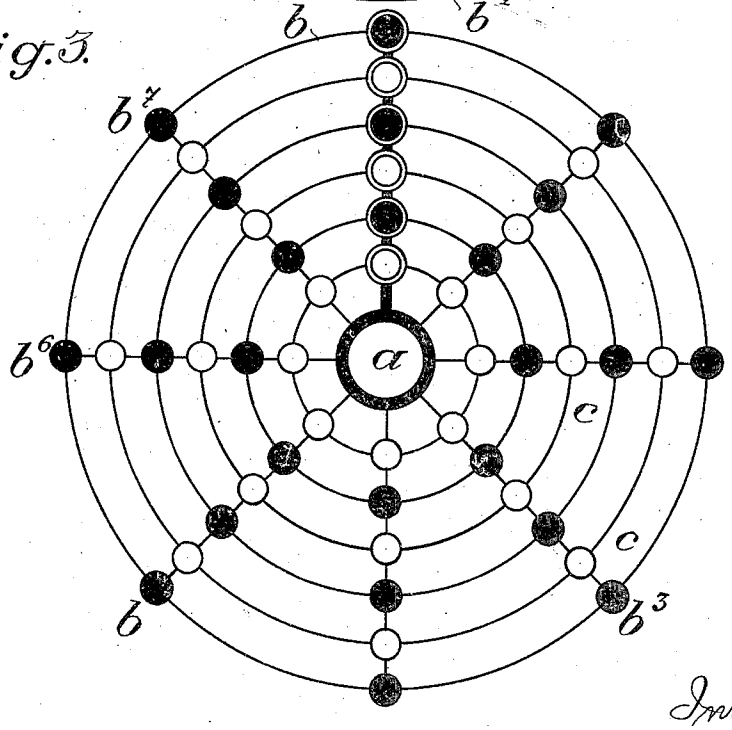


Fig. 3.



Inventor.

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By Henry Orth Jr. atty.

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1,295,993.

Patented Mar. 4, 1919.

7 SHEETS—SHEET 3.

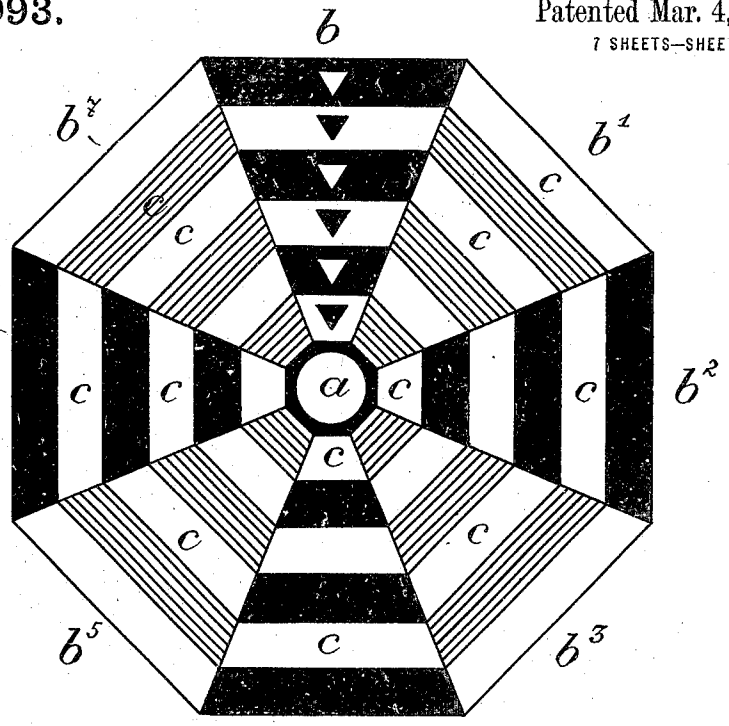


Fig. 5.

Inventor.
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By Kenyon & Kenyon atty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

F. KLEISSL.

GAME.

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1,295,993.

Fig. 6.

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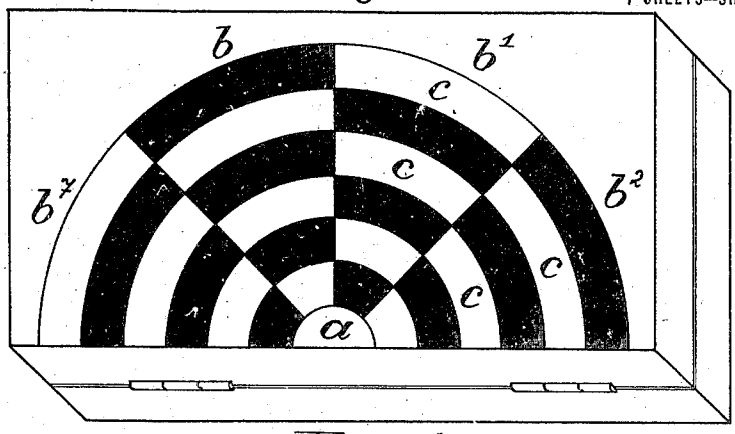


Fig. 7.

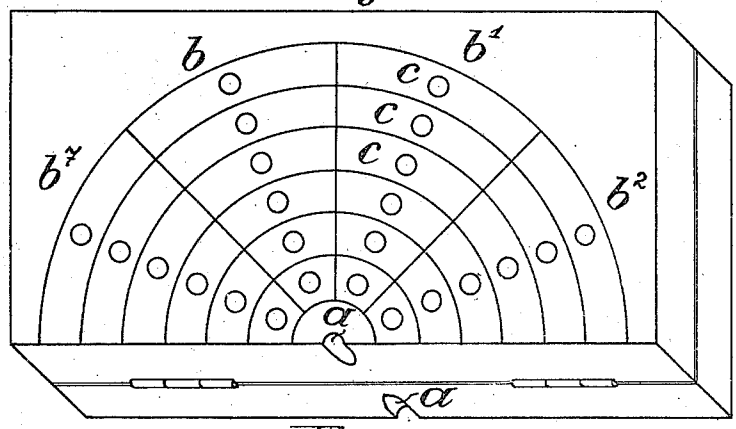
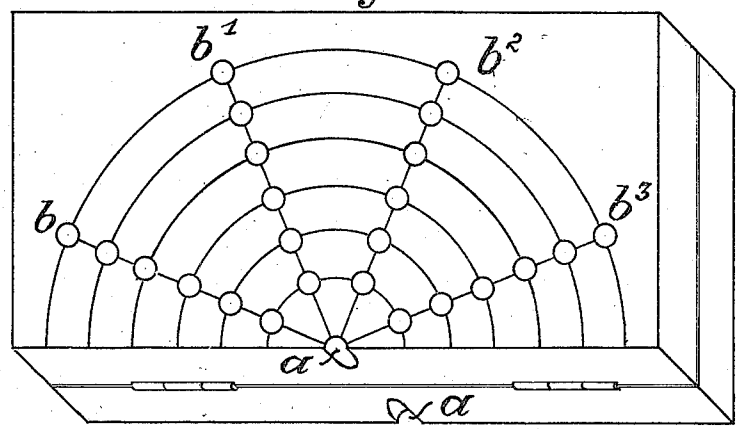


Fig. 8.



Inventor.

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THE NORRIS PETERS CO., PHOTO-LITHO WASHINGTON, D. C.

F. KLEISSL.

GAME.

APPLICATION FILED SEPT. 9, 1915.

1,295,993.

Patented Mar. 4, 1919.

7 SHEETS—SHEET 5.

Fig. 11.

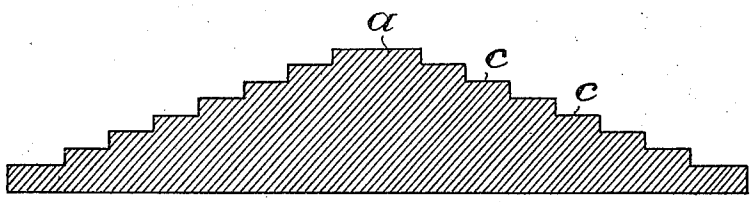


Fig. 12.

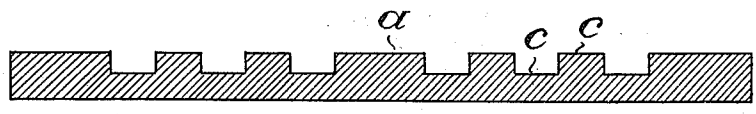


Fig. 9.

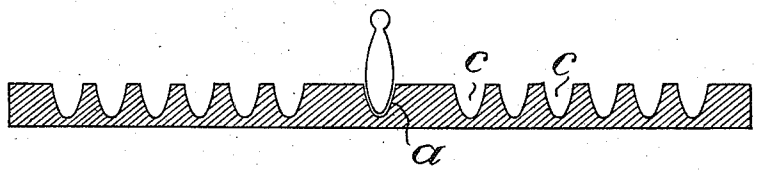
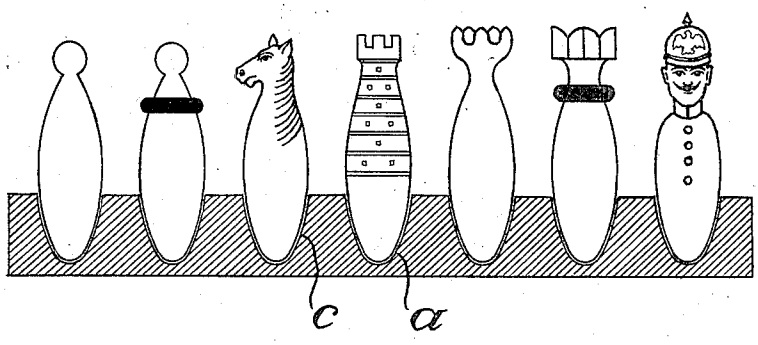


Fig. 10.



Inventor.

Friedrich Kleissl

By Thompson & Co.

Atty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

F. KLEISSL.

GAME.

APPLICATION FILED SEPT. 9, 1915.

1,295,993.

Fig. 15.

Patented Mar. 4, 1919.

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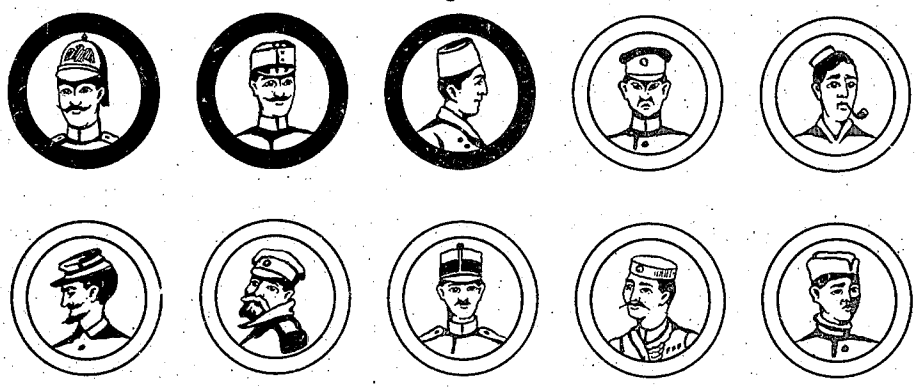
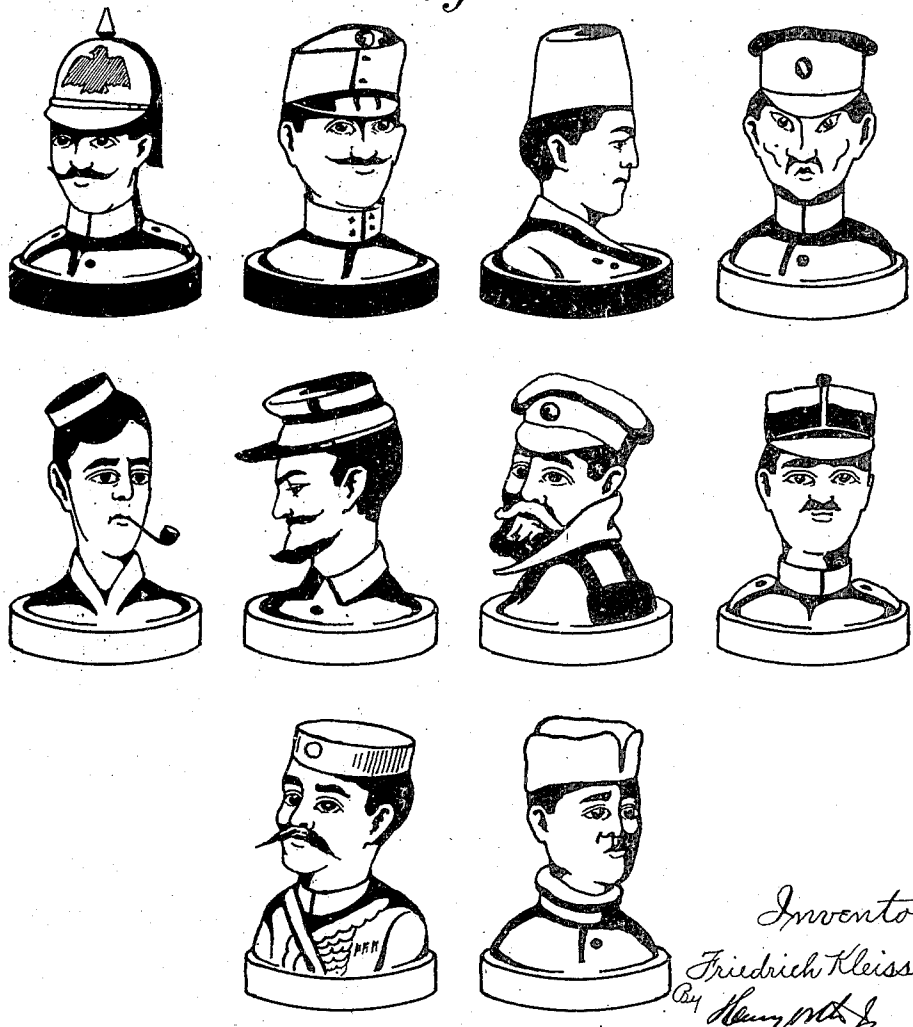


Fig. 14



Inventor
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By Henry Mc J Barty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

F. KLEISSL.

GAME.

APPLICATION FILED SEPT. 9, 1915.

1,295,993.

Patented Mar. 4, 1919.

7 SHEETS—SHEET 7.

Fig. 15.





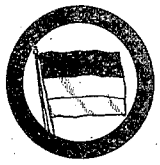


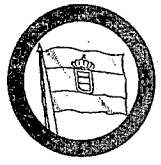


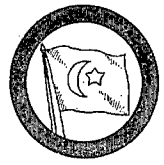
Fig. 16.

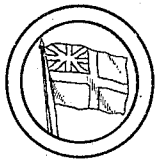


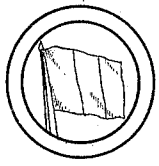


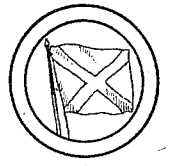


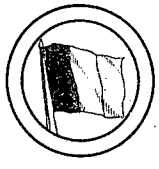


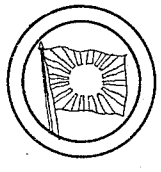


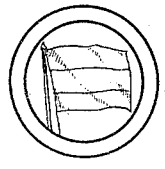


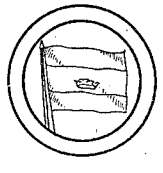












Inventor

Friedrich Kleissl.

By [signature] Atty.

THE NORRIS PETERS CO., PHOTO-LITHO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

FRIEDRICH KLEISSL, OF POLA, AUSTRIA.

GAME.

1,295,993. Specification of Letters Patent. Patented Mar. 4, 1919.

Application filed September 9, 1915. Serial No. 49,813.

To all whom it may concern:

Be it known that I, FRIEDRICH KLEISSL, a lieutenant of the Navy, a subject of the Emperor of Austria, residing at Pola, in the Empire of Austria, have invented certain new and useful Improvements in Games, of which the following is a specification.

This invention relates to a parlor game differing from the game devices hitherto known in the following respects:—

1. As regards the division and arrangement of the game board;

2. The two players do not play with the same number of pieces;

3. The rules of playing and winning the game are not the same for each side.

The invention involves a game board of novel design, together with a plurality of pieces or men, also of novel design and character; and the invention is fully disclosed in the following specification, of which the accompanying drawings form a part, and in which the separate parts of my improved game device are designated by suitable reference characters in each of the views, and in which—

Figure 1 is a plan view of a game-board made according to my invention;

Figs. 2 to 5 inclusive, are plan views of modifications thereof;

Figs. 6 to 8 inclusive show top views of the game-board when closed;

Fig. 9 shows a cross-section of a modified form of board, provided with ogival-shaped depressions adapted to receive suitably shaped pieces or men, as shown by way of illustration;

Fig. 10 is a front view of various modified forms of making the men or pieces, on which these latter are provided with ogival-shaped base portions adapted to fit in the corresponding depressions formed in the game-board, as shown;

Figs. 11 and 12 are cross sections of two modified forms of construction of the board;

Fig. 13 shows top views of the disk-shaped pieces or counters, suitable for playing the game according to the present invention, ornamented with images of heads of soldiers of different nationalities;

Fig. 14 shows front views of the pieces or men representing the heads of soldiers of different nationalities mounted on suitable bases;

Fig. 15 shows front views of the pieces and top views of the counters suitable for playing the "hunting" game according to my invention, and

Fig. 16 shows top views of the counters, similar to those shown in Fig. 13, ornamented with flags and emblems.

Fig. 1 shows the ground plan of the game board in its preferred form. The design shown may either be imprinted on the board or inlaid, or it may be produced in any other way desired. The entire surface of the game board is situated in a plane and constitutes the upper surface of a suitable piece of cardboard, oil-cloth, wood or the like.

In the center of the game-board there is situated a central space a around which forty-eight spaces c are arranged in a manner to form six concentric fields and eight radial fields or sectors b to b^7. Thus each concentric field or circle contains eight spaces and each radial field or sector six spaces. One of the radial fields or sectors b is marked in a particular manner, and is hereinafter designated the "neutral" sector. The spaces appertaining to the "neutral" sector are designated hereinafter as the "neutral" spaces. For the purpose of more easily distinguishing the single spaces of the game board from one another, they are alternately colored black and white.

Two players are required to play the game, the one playing with four, and the other with seven pieces or men.

The pieces may be of any shape desired. For example, the game may be played with flat counters made of cardboard, wood, celluloid, metal or the like.

The pieces belonging to one player differ from those of the other player by their color. Thus, for example, the four pieces of the one side may be white and the seven pieces of the other side may be black. When the game is started, the four white pieces are set up in the four spaces of the central ring, and this in a manner so as to leave one space always unoccupied between two of the pieces; the space located in the "neutral" sector is also left unoccupied. The seven black pieces are set up in seven spaces belonging to the outermost circle. The outermost space of the "neutral" sector is also left unoccupied when the game is begun and the pieces are first set up.

The side having the four white pieces constitutes that of the "inside" player, the side

having the seven black pieces forms that of the "outside" player. The object or aim of the inside player is to protect the center and to prevent the outside player from taking it. Although the two adversaries play with an unequal number of pieces, the winning chances are the same for both players, since the final chances of success depend upon the amount of dexterity displayed by each player.

When playing, the players move alternately, the "outside" player starting the game. Only one piece may be moved at a time, and a space already occupied by a piece may not be occupied by another. The moves are divided into what I call "circular" moves, "sector" moves and "center" moves.

By "circular" moves I mean the moves made within a circle; "sector" moves are the moves effected within a sector, and "center" moves are those carried out from a space of the innermost ring or circle toward the center, or vice versa.

Diagonal moves by means of which the piece moved would be shifted from one circle into another, and at the same time, from one sector into another, are not permitted. The "outside" player is allowed to make a side move within the circle ("circular" move), but this for one space only. The "outside" player is only permitted to make a move centerward within the sector ("sector" move), and this only for one space. It is thus understood that "black" is never allowed to make a back move away from the center.

The "outside" player may, at any time desired, make a move from the innermost ring toward the center and this even in the event of the piece happening to be in the "neutral" sector, ("center" move).

The "inside" player may move his pieces sidewise across as many unoccupied spaces as he may desire in the course of one move ("circular" move), however, never across the "neutral" sector. It is only in two events that the "inside" player is allowed to move his piece across the "neutral" sector, namely, when first moving into the "neutral" sector, and secondly, when again moving his piece out of the "neutral" sector. The "inside" player may make a move within the sector both toward and away from the center, but never for more than one move at a time, ("sector" move).

The "inside" player may move his piece from the innermost ring or circle into the center or vice versa, at any time desired, and this even when his piece happens to be in the "neutral" sector, or of its happening to be moved into the same, ("center" move).

A piece belonging to one player may take a piece belonging to the other player, by jumping it and occupying the space situated immediately behind it. It is understood that the said space must be unoccupied at the time, since a single space must never be occupied by more than one piece at a time. Neither side is obliged to take the opponent's piece, and each of the players is therefore at liberty to take or not. Pieces that have been taken must be removed from the board.

Only one piece may be taken at a time. Two or more pieces cannot be taken in succession, even provided they happen to be separated from each other by one or a plurality of unoccupied spaces. The capturing moves are subdivided into "circular", "sector" and "center" capturing moves.

A "circular" capturing move is one effected within a circle or ring; a "sector" capturing move is one carried out within a sector, and a "center" capturing move is one effected across the center.

When within a sector, the "outside" player may execute a capturing move only centerward and never away from the center; when within the ring or circle the outside player may jump over only one space at a time, however, never across the "neutral" sector. In a like manner, the "outside" player may jump across the center, though never from the "neutral" sector.

The "inside" player may execute capture moves within the sector both toward as well as away from the center; when within the ring, it may jump across any desired number of vacant spaces, though never across the "neutral" sector. The "inside" player may also jump across the center, except it happen to be within the "neutral" sector.

If "black" and "white" happen to be within the "neutral" sector at one and the same time, neither may take the other. A piece situated within the "neutral" sector cannot take or capture the opponent's piece which may happen to be outside of the "neutral" sector, or vice versa. It accordingly follows that the following principle rules the game:

A piece which happens to be within the "neutral" sector can neither take nor be taken. On the other hand, a piece happening to be outside of the "neutral" sector may capture an "enemy" piece likewise situated outside of the "neutral" sector even when by so doing it will get into the "neutral" sector. No move or jump may be carried out across the "neutral" sector. Each piece may be moved into or out of the "neutral" sector as often as desired.

A victory may be scored under the following conditions: The "outside" player wins the game as soon as he succeeds in moving one of his pieces into the center and the "inside" player is unable to immediately remove the said piece from the center by the execution of a "center" capturing move. The "outside" player will likewise have won

the game when all the pieces belonging to the "inside" player are taken, *i. e.*, removed from the board.

The "inside" player may be said to have won the game when all the pieces belonging to the "outside" player have been taken. One of the two sides will also then have scored the victory when it succeeds in so locking up the opponent's pieces that the latter is unable to effect a further move.

The game may be played upon game-boards shaped otherwise than the preferred form of game-board shown in Fig. 1, provided the principle of arrangement be one and the same.

Thus, for example, the concentric fields, instead of being circular, may be either polygonal, (Fig. 5) or elliptical, (Fig. 4), or of any other shape desired.

In a similar manner, the single spaces need not absolutely be marked white and black, but they may be distinguished from one another in any other manner desired, for instance, by variously shaped symbols or markings, (Fig. 4).

Various modifications of the said game-board may be produced by increasing or reducing the number of rings or sectors, or both; also by the introduction of an additional "neutral" sector, or by distributing the "neutral" spaces across a number of sectors; and, finally, by altering the number of the pieces employed to play the game, or by changing the rules of the game. Some examples of the many modifications of the game-board are more fully described in the following:

Fig. 2 shows a game-board having circular rings, which, to facilitate distinction, are provided with alternately black and white, and then again white and hatched spaces. At the same time, the sectors contain, for the same reason, alternately black and white and then again white and hatched spaces. As a result of this arrangement, the figure of a cross appears on the game-board, which will render it particularly attractive and suitable as a means of agitation for charitable organizations the badge of which consists of a cross, such as a red cross, a green cross, and the like.

The sector *b* which is situated at the uppermost end of the board and which is intended to constitute the "neutral" sector, is specially marked, not only by circular disks inscribed in the spaces, but also by a border running along its sides.

In the modified form of board shown in Fig. 3, there are inscribed in the center of the lines bordering both the circles and the sectors, small circular disks, which serve as spaces for the game-board in the place of the ring-sections. The individual circles are provided alternately now with black and white disks to enable the annular zones to be more easily distinguished one from the other. The circular disks of the uppermost radius *b* are provided with a special border, thus distinguishing this radius from the others as the "neutral" radius.

In the modified form of board shown in Fig. 4, the game-board is provided with elliptically shaped rings. For the purpose of distinction, the rings are composed on the one hand of alternately black and white spaces, and on the other hand of small disks inscribed therein. It will be noticeable that also in the case of this form of game-board, the four sectors form the figure of a cross which sets off well against the background.

In the modified form of game-board shown in Fig. 5, the board is of octagonal shape. The arrangement of the distinguishing features is essentially that shown in Fig. 2, with the sole exception of the "neutral" sector *b*, which in the present case is provided with small triangles in the place of the small disks.

Fig. 6 shows one-half of a game-board of the kind shown in Fig. 1, adapted to be folded together to form a box in which the pieces may be stored away when not in use. In order to enable the use of shanked pieces in the game hereinbefore described, the spaces of the game-board may be provided with holes or depressions, as shown by way of example in Fig. 7; or the spaces may from the outset be substituted by such holes or depressions, as shown in Fig. 8.

Fig. 9 shows a section of a game-board of the kind shown in Figs. 7 and 8, having a shanked piece inserted in the central space. The holes or depressions above-mentioned are preferably of ogival shape. The base portions of the club-shaped shanked pieces adapted to be inserted in the said holes or depressions are of a similar shape. The upper portions of these pieces may be ornamented and shaped in any way desired.

In Fig. 10 there are shown a number of the said shanked pieces.

By giving both the shank ends of the pieces and the holes or depressions an ogival shape, the possibility is given of inserting the pieces much more rapidly than can be done by means of the pins or shanks of the known form and cylindrical in shape fixed to the bottom portions of the men, or pieces. Further, seeing that the club-shaped pieces, having ogivally formed base portions, taper but gradually, the shank-like end portion which is inserted in the game-board is not hidden by the piece proper. In the case of the shanked pieces hitherto in use, the shank fixed to the base portion is entirely hidden by the broad base portion of the piece, thus preventing the player when attempting to insert the piece in the game-board, from seeing both the shank and the hole into which it is to be set, and ren-

dering it necessary for the player to first feel about for the one and then for the other.

Instead of the upper surface of the game-board as well as all of the annular zones being situated in a plane, the said zones may be arranged to lie in different planes, as shown in Fig. 11. Thus said figure shows a cross section of a modified form of game-board in which the annular zones rise or ascend stepwise toward the center. It will be obvious that the reverse arrangement may be resorted to, and the annular zones disposed to descend stepwise toward the center.

Lastly, the annular zones may be also arranged to lie alternately within two planes, as shown in the cross section Fig. 12.

As mentioned hereinbefore, the pieces appertaining to the game-board may be shaped in any manner desired. If the game to be played be the so-called "great war" game, then the pieces may consist of such as shown in Fig. 13, representing the heads of soldiers, carried by base portions and representing the belligerents; for the sake of distinction all the pieces belonging to one side may have specially colored base portions to mark them from those of the other side.

The pieces employed for playing the game according to the present invention may also be of the shape of small disks or counters on which the images of the combatants have been embossed or impressed, as shown in Fig. 14. As shown in Fig. 15, in the place of the heads of soldiers, the images of the badges of honor appertaining to the different countries may be impressed or affixed in any way desired upon the said counters. In the event of the game to be played being a so-called "hunting" game, then the pieces employed are those shown in Fig. 16, representing the heads of hunters and animals.

I claim—

1. A game-board having a central space surrounded by a plurality of spaces arranged in concentric and radial fields, at least one of the radial spaces having its spaces designated differently from the other spaces.

2. A game-board having a central space surrounded by a plurality of spaces arranged in concentric and radial fields, at least one of the radial spaces having its spaces designated differently from the other spaces, and some of said concentric fields lying in planes different from the other fields.

3. A game-board having a central space surrounded by a plurality of spaces arranged in concentric and radial fields, at least one of the radial spaces having its spaces designated differently from the other spaces, all of the concentric fields lying in different planes.

4. A game-board whose playing spaces are provided with ogival-shaped sockets in combination with playing pieces having similarly shaped ends fitting into said sockets.

5. A game-board whose playing spaces are provided with ogival-shaped sockets in combination with men of general club shape whose lower ends fit into said sockets.

6. A game-board having a central playing space surrounded by concentric fields divided circularly into alternate playing spaces and forming radial fields containing alternately designated playing spaces, at least one set of radial spaces being specially designated, in combination with two unequal sets of men for playing in said spaces.

7. A game-board having a central playing space surrounded by six concentric fields divided into forty-eight playing spaces, six of said radially arranged spaces being specially designated.

In testimony whereof I have hereunto set my hand in presence of two subscribing witnesses.

FRIEDRICH KLEISSL.

Witnesses:
V. MEGÖFRUM,
ALFRED SLIGARTNER.

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