March 7, 1933. W. T. O'NEILL 1,900,071

GAME

Filed Aug. 21, 1930

Fig. 1.

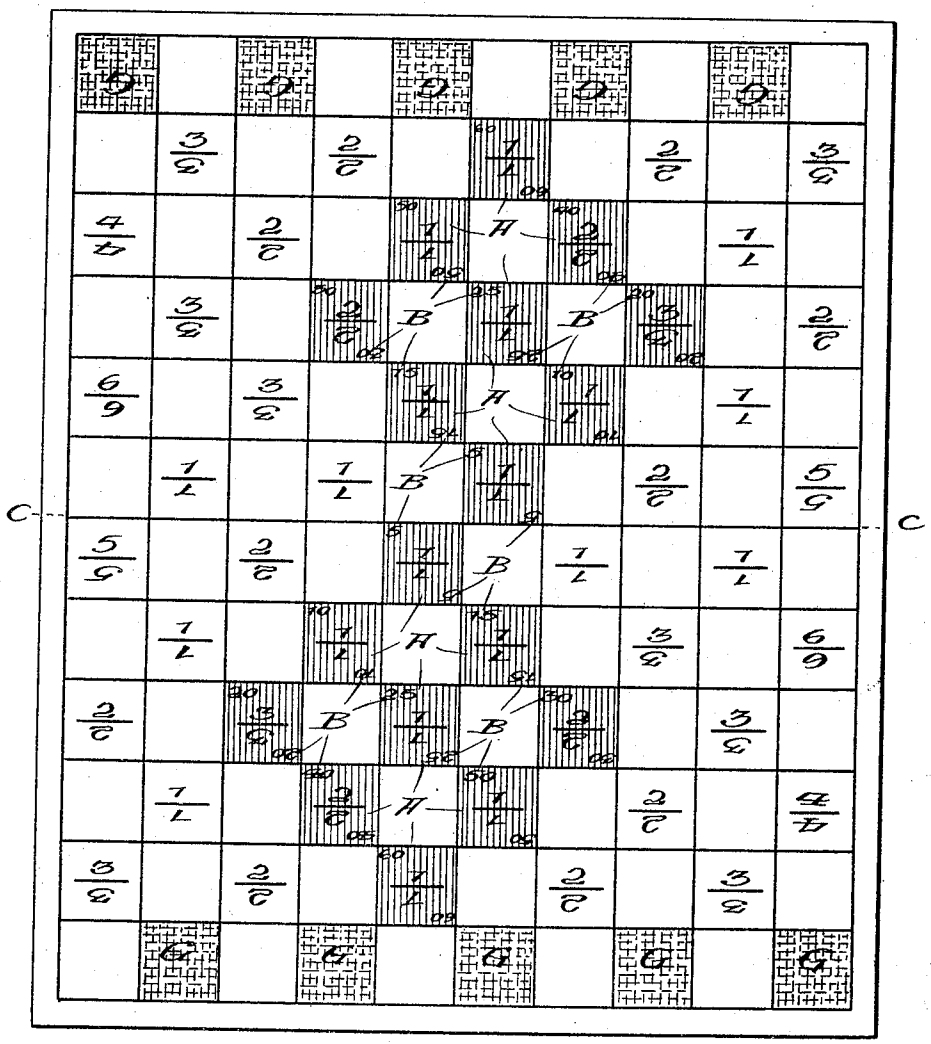


Fig. 2.



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UNITED STATES PATENT OFFICE

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GAME

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This invention relates to a game.

The object of my invention is to provide a new game similar to the well known game of "checkers".

The board on which my improved game is played has a number of small squares, half of which are to be used in the same manner in which the squares of the well known checker-board are used, namely, for moving the checkers between those squares that adjoin one another corner to corner diagonally of the board, or every other square in each column and row from end to end, and from side to side of the board respectively.

The general appearance of the game board differs from an ordinary checker-board only in that each square to be played on bears a number, the purpose of which will be hereinafter more fully explained, and that there are certain designated squares on which the checkers or discs are to be placed at the start of the game.

In the accompanying drawing:

Fig. 1 is a plan view of the board; and

Fig. 2 is a perspective view of a checker or disc.

The board illustrated in Fig. 1 is divided into one hundred and twenty squares arranged in rows of ten from side to side and twelve from end to end, or goal to goal.

As in the well known game of checkers, the board shown in Fig. 1 is so arranged that only squares in diagonal lines will be used in playing the game. These squares are easily distinguished from the others because of the numbers placed thereon, the squares which are not to be used being left blank. If it is desirable the squares may be colored different colors as in the usual game of checkers, to make it even more easy to distinguish between the ones to be played upon and those which are not.

Each player is provided with a set of nine checkers or discs, similar to the one shown in Fig. 2, the checkers of each set being numbered 5, 10, 15, 20, 25, 30, 40, 50, 60, which checkers are placed on the squares A, colored red in Fig. 1, in such manner that the numerals on the checkers will correspond with the numerals B in the corner of the red squares, all nine of the checkers of one player being on one side of the line C—C, and those of the other player on the other side.

As referred to above, in playing the game only those squares in diagonal alignment are to be used, namely those squares bearing the large numerals 1, 2, 3, 4, 5 and 6 in the center thereof, and the squares G, colored yellow, which are the goals.

Instructions for playing the game:

After the players have placed their checkers on their respective sides of the board, one player starts the game by moving one checker in a diagonal direction, it being the object of each player to get all his checkers to the opposite goals G before his opponent moves his checkers to his goals.

The squares on which the game is played bear numbers from 1 to 6, as referred to above, and by reason of these numbers the move of one player is determined by the previous move of his opponent. For example, if player X moves one of his checkers onto a square marked 1, player Y has but one move. If, however, player X moves his checker onto a square marked 3, player Y is then permitted to make three moves, which may be done by moving one checker three times or by moving one checker twice and another one once, or by moving three separate checkers one move each. The square to which the last move is thus made by player Y then determines the number of plays player X may have.

The checkers may be moved either backward or forward as the plan of attack may direct, the object being to force the opponent to move onto squares having large numbers so that you may have a greater number of moves to get your checkers to the goal first.

Another reason for playing a checker backward may be to prevent a blockade which may very easily occur since there is no "jumping", as there is in the game of checkers.

As the checkers of each player reach the goal squares marked G, at the opposite side of the board from where they started, they are removed and are no longer in the game.

The player who gets all of his checkers to the goals G first wins and the score is counted against his opponent by adding the figures on

the checkers which still remain on the board at the time the game is finished. It is for this reason that the numbered checkers are started on the red squares A, which bear numerals B corresponding to the numerals on the checkers, the highest numerals having a greater distance to go before reaching the goals.

The numbering of the square to be played upon is purely arbitrary and it may be desirable to change these numbers to make the game either more or less difficult. It may also be found that it will be desirable to make the game board contain either a lesser or greater number of squares. Or it may be found advisable to have the checkers placed in a position other than that indicated in Fig. 1 by the red squares A. It will be understood that any such minor changes may be made in the arrangement of the board and the checkers without departing from the spirit of the invention.

I claim:

1. In a game-board marked off in alternately arranged areas, these areas having numbers of the value of ten or less, and which areas when occupied by the final move of one player determine the number of moves allowed to the opposing player.

2. A game-board marked off in alternately arranged areas, these areas having numbers, and which areas when occupied by the final move of one player determine the number of moves allowed to the opposing player, the smaller numbers being located on areas extending mainly through the middle of the game-board and in the general direction of the play.

In testimony whereof I affix my signature.

WILLIAM T. O'NEILL.