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[54] **FOUR PLAYER CHESS GAME APPARATUS**

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[51] **Int. Cl.** **A63f 3/02**
[58] **Field of Search** 273/131

[56] **References Cited**

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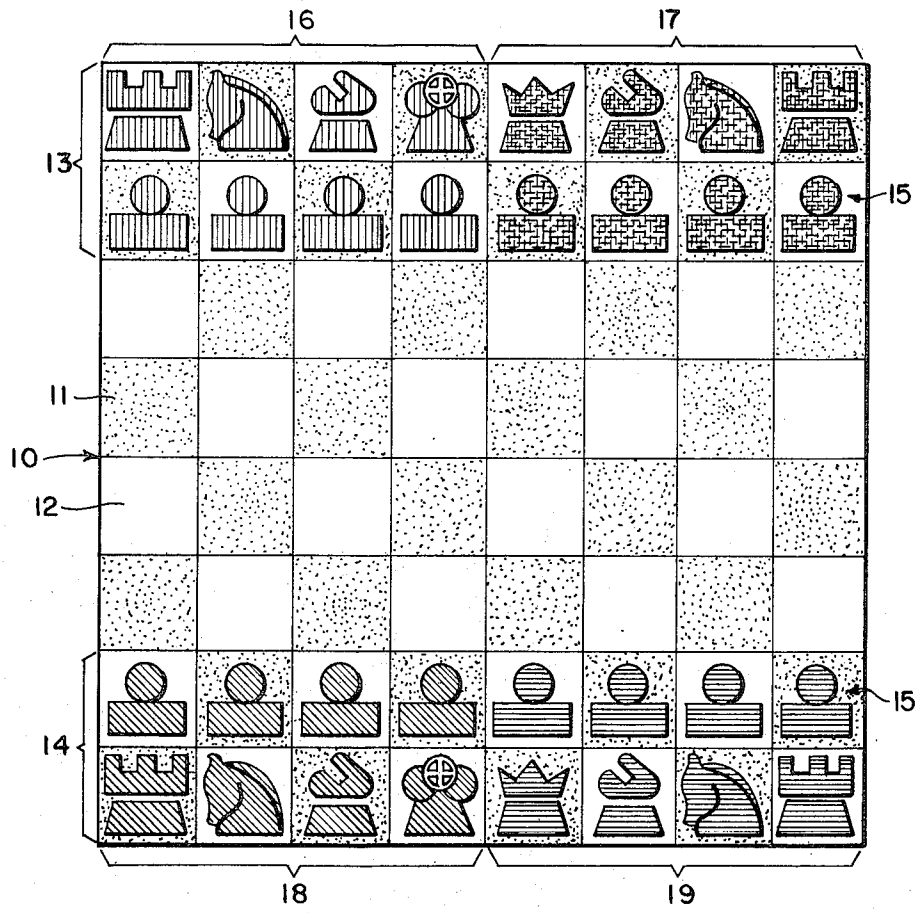
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[57] **ABSTRACT**

A game of chess for four players has two sets of chessmen each of which is divided into two half-sets with the four half-sets having different colors thereon, one half-set consisting of a king, a bishop, a knight, a rook, and four pawns, and the other half-set consisting of a queen, a bishop, a knight, a rook, and four pawns. The game is played on a conventional chessboard and each player controls a half-set with the two players having the half-sets of one chess set forming a team. There is also disclosed a checker game consisting of a conventional checker board and four sets of checkers, the sets being of different colors and each consisting of six checkers.

3 Claims, 2 Drawing Figures



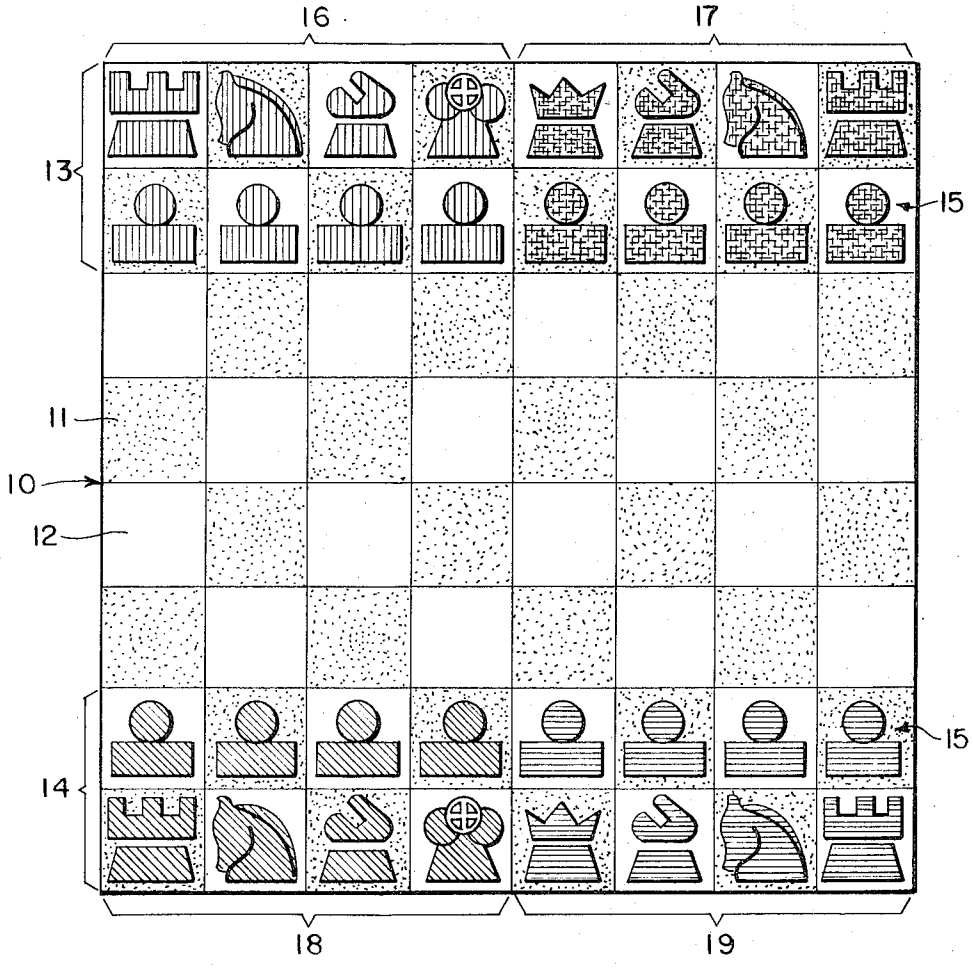


FIG. 1

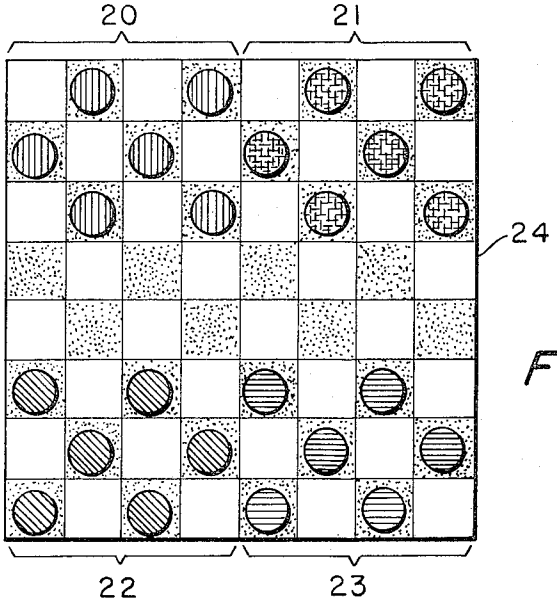


FIG. 2

FOUR PLAYER CHESS GAME APPARATUS

The present invention relates to a game played on a game board, more particularly, to a game of chess for four players.

The game of chess has been played for centuries and has retained its popularity for this time. While considered by many to be a very fascinating and interesting game it calls for great mental effort when played well. Further, long study is generally required to attain any degree of proficiency in this game. The mental effort required to play the game well demands great concentration during playing of the game. The game of chess is therefore not considered to be particularly entertaining but is of considerable interest to those few persons who have devoted considerable time to learning to play the game.

On the other hand, the complexities and virtually unlimited combinations of moves and situations possible can sustain one's interest over long periods of time. In an effort to make the game more interesting various proposals have been made for playing of the game of chess by more than two persons. However, such proposals have invariably increased the complexity of the game and have never met with any degree of popularity.

It is therefore the principal object of the present invention to provide a four-player chess game played upon a conventional game board.

It is another object of the present invention to provide a four-player chess game which incorporates all the interest of a conventional chess game but which provides more entertainment.

The objects of the present invention are achieved and the disadvantages of the prior art as described above are eliminated by the present invention. The present invention essentially comprises a four-player chess game consisting of a chessboard and first and second sets of chessmen. Each set of chessmen is divided into halves to define four half-sets. Each half-set of chessmen has a different visual indicia, such as color, thereon and each half-set is controlled by one player. The pieces of each half-set are movable over the entire board. The chessboard is conventional in that it comprises 64 squares. The two players having the half-sets of one set of chessmen comprise a team and make their moves in accordance with certain rules in addition to the conventional rules of chess.

Other objects and advantages of the present invention will be apparent upon reference to the accompanying description when taken in conjunction with the following drawings, which are exemplary, wherein:

FIG. **1** is a top plan view of a chessboard having sets of chessmen thereon according to the present invention with the chessmen being indicated by conventional symbols and lined for different colors; and

FIG. **2** is a top plan view of a checker game with checkers lined for different colors.

Proceeding next to the drawings wherein like reference symbols indicate the same parts throughout the various views a specific embodiment of the present invention will be described in detail.

As may be seen in FIG. **1**, a conventional chessboard is indicated generally at **10** and comprises alternating shaded squares **11** and clear squares **12** arranged to comprise the total of sixty-four squares. The coloring of the shaded and clear squares may be as desired, for example, as the conventional red and black squares used on chessboards or any other combination of contrasting shadings or colorings.

Positioned on one end of the board is a first set of chessmen **13** and on the opposite end of the board a second set of chessmen **14.** Each set of chessmen is conventional and the individual pieces are positioned according to the rules of chess with the Pawns constituting a front row **15** and the other pieces positioned according to the symbols conventionally used therefor.

Each set of chessmen is divided in half to form the half-sets **16, 17** on one end of the board and the half-sets **18, 19** at the other end of the board. The half-set **16** which contains the King is known as the King's men and the other half-set containing the Queen is known as the Queen's men. These two half-sets are considered as separate halves of one partnership or team of players.

Each of the half-sets **16–19** is provided with a different color to form in effect four separate teams. The particular colors employed are immaterial but the colors should be contrasting and form a pleasing pattern when considered with the colors of the squares of the game board.

Each player controls a half-set of chessmen with the two players at each respective end of the board constituting a team and playing together according to a few rules which are superimposed upon the conventional rules for chess.

The teammates or players at an end of the board, such as players **16, 17** and the opposing team **18, 19,** are not allowed to consult on moves. Each partner must move in anticipation of his or her partner's move without any discussion. Should there be any advice or discussion by one partner to another the game is automatically forfeited to the opposing team.

Each team of two players makes two moves in succession which constitutes one turn. The King's men always makes the first move in each turn. However, the team which makes the first move of the game is allowed only one move which is made by the King's men. Each player may move only those eight men under his or her command, with the following exception: A King in check may have the option of moving any of the Queen's men instead of his own. This constitutes a King's men move and the King is not required to break the check with this move. Also, a King may move Queen's Rook in order to Castle.

No one piece may be moved more than once in each turn. If a King in check moves one of the Queen's men that same man may not be moved again by the Queen's men player until the next turn.

Any player may exercise the option to pass and move none of his men except that only one pass per turn is allowed and that both players of a team may not pass in succession. If, for example, all of the Queen's men are lost, that team has lost its option to pass and the King's men player makes only one move per turn for the remainder of the game.

A King in check may not make a move that is also in check, even though the Queen's men could break that same check during the same turn. The King is only allowed to either remain in check, thus requiring the Queen's men to break the check, or to move out of check.

Should any Pawn reach the first row of the opposing team it may be converted into any piece of either King's men or Queen's men. For example, a Queen's Pawn reaching the first row of King's men can be converted into the Queen of the King's men or any other piece of the same team except for a second King.

As in the conventional game of chess, the game is ended when either team cannot move out or break a check in one turn.

As can be seen in FIG. **2**, the present concept can also be incorporated in the conventional game of checkers which is then played by four players making the conventional checker moves and taking turns as described above. For purposes of identification each half-set of checkers **20–23** is colored differently in order that the four half-sets may be readily identifiable to the respective players. The game is played on a conventional checkerboard **24**.

Thus it can be seen that the present invention has disclosed a four-player chess game which is played by the conventional rules but is more entertaining since the partners on a team must try to anticipate the moves of the respective partners. Thus, the element of skill is somewhat reduced and chance is introduced which adds considerably to the excitement of the game. Since

the game is played according to conventional rules no time is required to learn the rules of this particular game and anyone who has familiarity with the conventional rules of chess can sit down and play this four-player game without any particular training or study.

It will be understood that this invention is susceptible to modification in order to adapt it to different usages and conditions, and accordingly, it is desired to comprehend such modifications within this invention as may fall within the scope of the appended claims.

What is claimed is:

1. A four-player chess game comprising a chessboard, first and second sets of chessmen, each set of chessmen being divided in half to define a King half-set which comprises four Pawns, a Bishop, Knight and Rook and a Queen half-set comprising four Pawns, a Bishop, Knight and Rook, each half-set of chessmen having a different visual indicia thereon, the pieces of each half-set being movable over the entire board.

2. A four-player chess game as claimed in claim **1** wherein said chessboard has 64 squares.

3. A four-player chess game as claimed in claim **1** wherein said visual indicia are colors.

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