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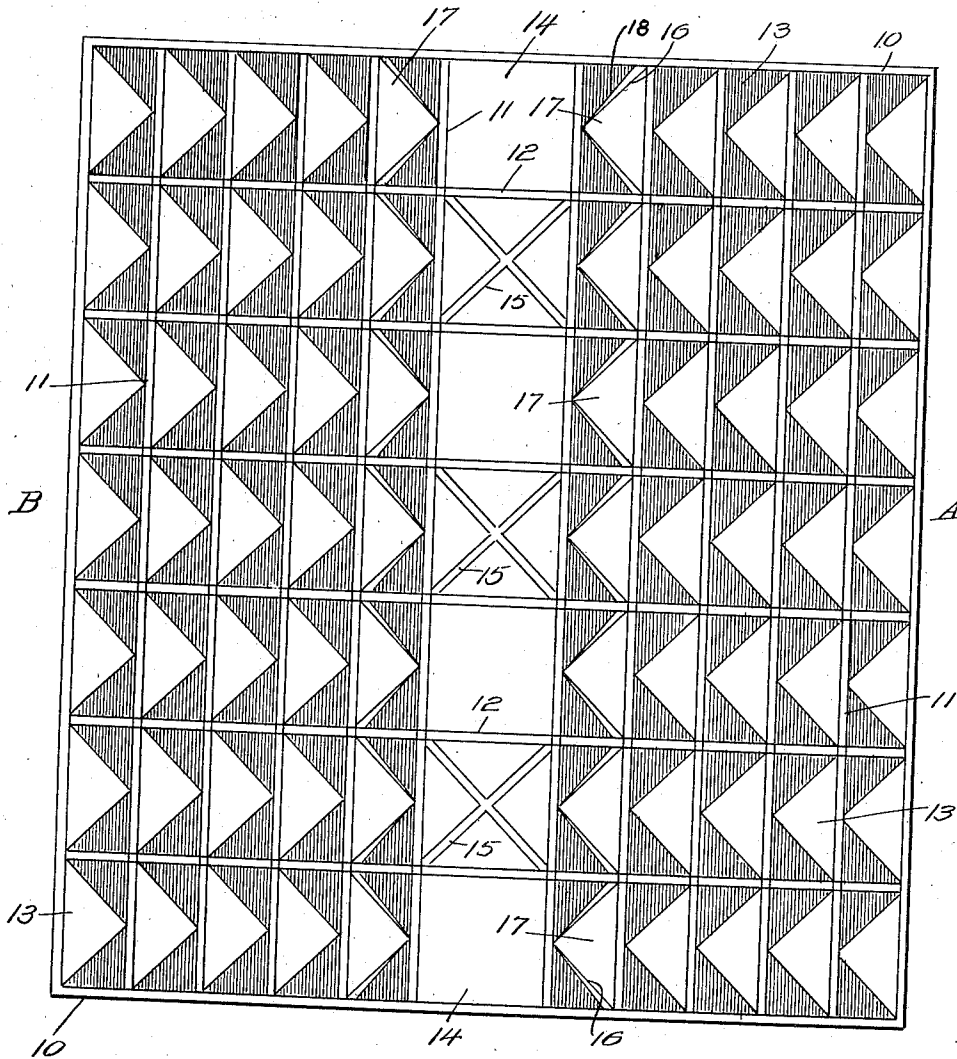
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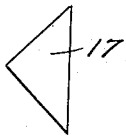
GAME BOARD

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Fig. 1.



Fr. 2.



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GAME BOARD

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1 Claim. (Cl. 273—131)

This invention relates to game boards and has for an object to provide a game which may be played somewhat similar to checkers but which will promote greater skill in that movement of a player's game pieces may be made laterally as well as straight ahead in the attempt to assemble the game pieces in marked zones at the center of the board.

A further object is to provide a game which will be amusing and may become sufficiently scientific to warrant close study and application.

With the above and other objects in view the invention consists of certain novel details of construction and combinations of parts herein-after fully described and claimed, it being understood that various modifications may be resorted to within the scope of the appended claim without departing from the spirit or sacrificing any of the advantages of the invention.

In the accompanying drawing forming part of this specification,

Figure 1 is a plan view of the game board upon which the game is played.

Figure 2 is a plan view of one of the game pieces.

Referring now to the drawing in which like characters of reference designate similar parts in the various views, 10 indicates a board which may be formed of any suitable material and which is substantially square in shape. The playing surface of the board is marked off by intersecting longitudinal division lines 11 and transverse division lines 12 to provide rectangular zones 13 arranged on each side of a central zone of squares 14 some of which are marked by diagonally disposed lines 15. Each rectangular zone is marked with a triangle 16 having its base extending along one side of the zone and its apex touching the center of the opposite side of the zone. Triangle game pieces 17, best shown in Figure 2, of contrasting colors are used by two players A and B.

The first row of rectangular zones on each side of the board nearest the center row of square zones are distinguished from the other rows of rectangular zones by diverging division lines 18 extending from the apex of each triangle to the transverse division lines 12. The triangles 16 all have their apices turned toward the central zone of squares.

To begin the game each player places 14 triangles of one color in the zones of the two outer rows on his side of the board, that is, in the two rows nearest to him. The players then take turns at moving, each moving one game piece one space

at a time, according to certain rules, the object being for a player to fill one or more of the squares marked with the X's 15 with his game pieces. The player that fills most marked squares wins the game.

In playing the game the game pieces are moved forward only, except on the first row on either side of the board nearest the center, marked by the diverging lines 18, and in these two rows each player may also move to the right and to the left.

The first triangle to be placed in any marked square must be played back from the opponent's side of the board, or by jumping opponent's triangle from your side of the board. The next triangle must be placed in the marked square opposite the first triangle and may be placed there by either player. After the first two triangles are so placed either player may move into that marked square from either of the other sides thereof.

After moving or jumping into any empty square the next move must be to the opposite side or into a marked square.

Triangles may be jumped when in the first row, that is, the row nearest the marked squares, on either side of the board only. Two triangles may be jumped in the same move if they are so arranged.

No triangle may be moved out of any marked square after it is properly placed there.

A player may remove his opponent's triangles if the opponent does not move out of any empty or unmarked square zone the next move after moving into it or if the opponent does not move into the marked squares in the manner above specified.

Any triangle moved to the opponent's side of the board may be moved back again or placed in any marked square.

If one player has all of his triangles blocked he loses his turn to move until the opponent moves such of his triangles so that the ones blocked can be moved. If one player loses all of his triangles, except those in the marked squares, if any, and the other player still has some to move, that player may move them into the marked squares before counting the score.

Each player must move into any marked square if he has no other way to move. A player must so move contrary to the rule which states the order in which the triangle game pieces are to be placed in the marked squares, and permit the opponent to remove the game pieces so moved, if the player has no other way to move.

In counting the score, if each player fills one marked square then the player that has more triangles in another marked square, wins. If neither player fills at least one marked square then the one that has more triangles in the marked squares, wins.

From the above description it is thought that the construction and operation of the invention will be fully understood without further explanation.

What is claimed is:

A game board comprising a board having parallel lines drawn longitudinally of the board and parallel lines drawn transversely of the board intersecting the longitudinal lines to provide rectangular zones, each zone having a triangle

marked therein with its base extending along one longitudinal side of the zone and its apex touching the center of the opposite longitudinal side of the zone, a row of square zones at the center of the game board, the first row of rectangular zones on each side of the row of square zones bearing diverging lines extending from the apex of each triangle inside of the triangle to differentiate these particular triangles from the other triangles, certain of the square zones having diagonally disposed marks to differentiate these square zones from the other square zones, the triangles all having their apices turned toward the central row of square zones.

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