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Bialek

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[54] **CHESS GAME APPARATUS INCLUDING DICE**

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[52] **U.S. Cl.** ..... **273/131 KC,** 273/146
[51] **Int. Cl.** **A63f 3/02**
[58] **Field of Search** 273/131, 134, 146

[56] **References Cited**

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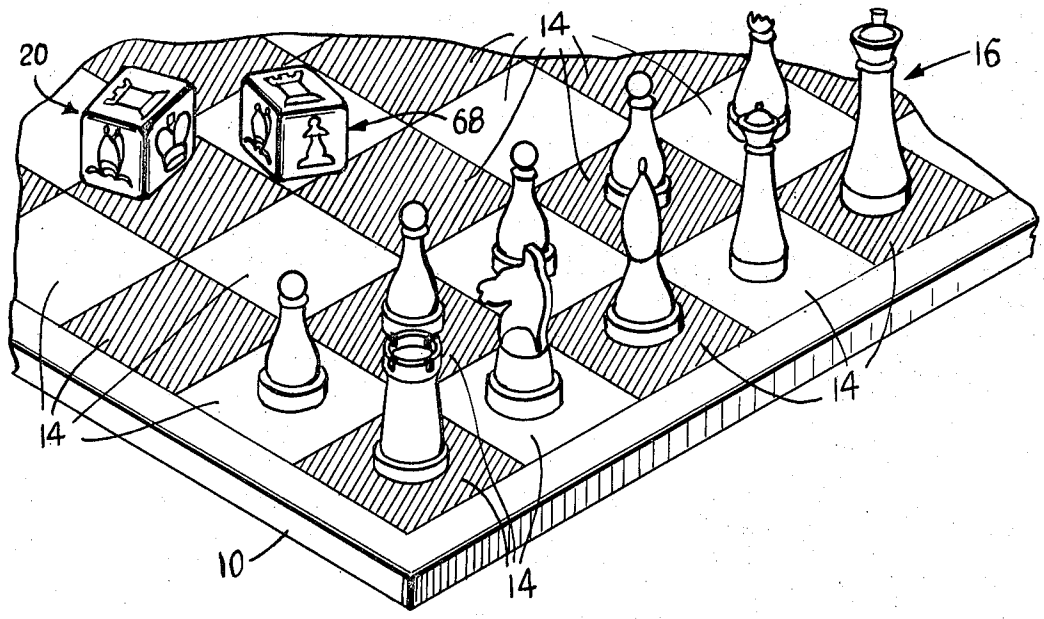
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Primary Examiner—Delbert B. Lowe
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[57] **ABSTRACT**

A modified chess game comprising a game board, 32 chess pieces, and a pair of dice adapted to be used during play, in order to impart an element of chance to the game. The dice have six symmetrical and square faces, the faces being marked with identifying designations resembling the profiles of different playing pieces of a conventional chess set. In one embodiment, a die has its six faces marked with symbols resembling the profiles of a Pawn, Rook, Knight, Bishop, Queen and King, respectively. Each player alternately throws the dice and is permitted to move one of his own pieces corresponding to the symbol appearing on the upward face of either die, or if this is not possible, he can then move any one of his other pieces. In an alternate embodiment, the dice each have one blank face, indicating a free move, whereby a player is permitted to move any one of his pieces when such a blank face has appeared on either of the thrown dice. The permissible moves of each playing piece follow conventional chess rules.

1 Claim, 19 Drawing Figures



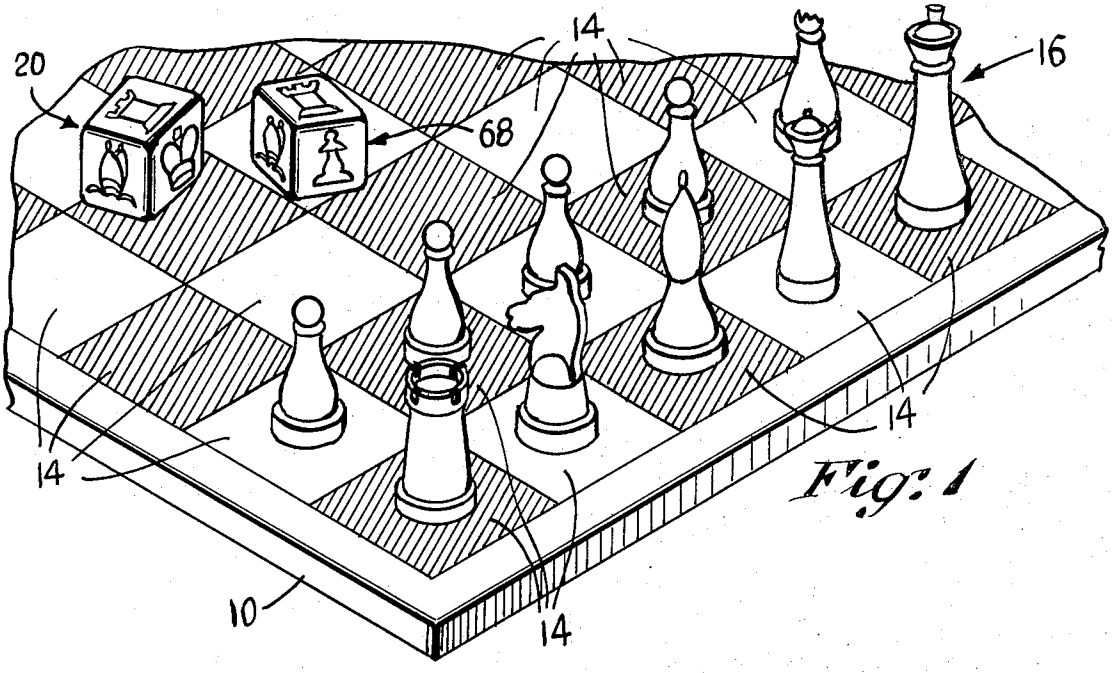


Fig: 1

Fig:2 Fig:3 Fig:4 Fig:5 Fig:6 Fig:7

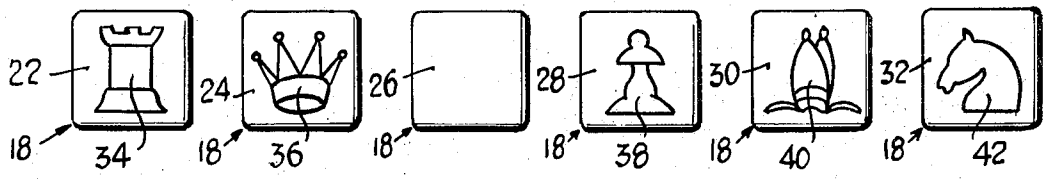


Fig:8 Fig:9 Fig:10 Fig:11 Fig:12 Fig:13

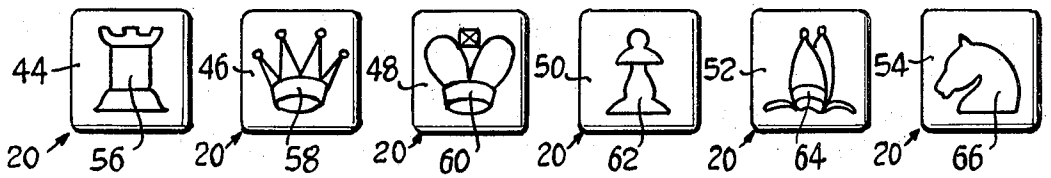
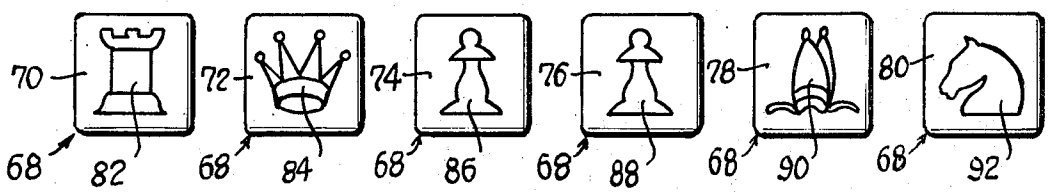


Fig:14 Fig:15 Fig:16 Fig:17 Fig:18 Fig:19



CHESS GAME APPARATUS INCLUDING DICE

BACKGROUND

This invention relates generally to chess games, and more particularly to modifications of the game wherein an element of chance is introduced into play. The rules of conventional chess have remained fairly constant for hundreds of years. After prolonged periods of play, the game may tend to become monotonous and boring. Also, heretofore the outcome of a contest between two players has almost entirely depended on the relative skill and playing experience of each. As a result, contests between players of widely varying chess backgrounds has tended to be rather one-sided and uninteresting. Also, due to the complex nature of chess, frequently play has tended to progress at a very slow rate, since after each move there are so many moving possibilities that confront a player.

SUMMARY

The above disadvantages and drawbacks of conventional chess are obviated by the present invention, which has for its object the provision of a modified and improved chess game which results in greatly increased enjoyment by the players, while substantially reducing the playing time required. A related object is to provide a game as above characterized, which tends to equalize a contest between players of widely varying abilities and background, thus making the game more interesting and challenging to both.

The above objects are accomplished by a novel, modofied chess game comprising a game board having 64 squares, a set of 32 chess pieces, and a set of dice, each die being in the form of a cube and having six symmetrical, square faces. The faces are marked with identifying designations representing some or all of the playing pieces of a conventional chess set. Five of the faces are marked with symbols representing respectively a Pawn, Rook, Bishop, Knight and Queen. The sixth face can alternately have a symbol representing the King, or another Pawn, or else can be blank. During play, each player alternately throws the dice, and is permitted to move one of his pieces corresponding to the designation on either of the two upturned faces of the rolled dice. The permissible moves of designated pieces are dictated by the conventional rules of chess.

Other features and advantages will hereinafter appear.

In the drawings, illustrating several embodiments of the invention:

FIG. 1 is a perspective view of the improved chess game of the present invention, illustrating a game board, a set of chess playing pieces, and a pair of dice marked with designations representing the chess pieces.

FIG. 2 is a top plan view of one of the dice as employed in the game of the present invention.

FIG. 3 is a bottom plan view of the die of FIG. 2.

FIG. 4 is a front elevational view of the die of FIGS. 2 and 3.

FIG. 5 is a rear elevational view of the die of FIGS. 2–4.

FIG. 6 is a left end elevational view of the die of FIGS. 2–5.

FIG. 7 is a right end elevational view of the die of FIGS. 2–6.

FIG. 8 is a top plan view of a modified die, wherein a designation representing the King has been included on one side thereof, constituting another embodiment of the invention.

FIG. 9 is a bottom plan view of the die of FIG. 8.

FIG. 10 is a front elevational view of the die of FIGS. 8 and 9.

FIG. 11 is a rear elevational view of the die of FIGS. 8–10.

FIG. 12 is a left end elevational view of the die of FIGS. 8–11.

FIG. 13 is a right end elevational view of the die of FIGS. 8–12.

FIG. 14 is a top plan view of a still further modified die, wherein designations representing Pawns are disposed on two sides of the die, constituting yet another embodiment of the invention.

FIG. 15 is a bottom plan view of the die of FIG. 14.

FIG. 16 is a front elevational view of the die of FIGS. 14 and 15.

FIG. 17 is a rear elevational view of the die of FIGS. 14–16.

FIG. 18 is a left end elevational view of the die of FIGS. 14–17.

FIG. 19 is a right end elevational view of the die of FIGS. 14–18.

Referring to FIG. 1, in accordance with the present invention, there is provided a novel chess game comprising the combination of a chess board 10 having a plurality of squares 14 of alternating color and juxtaposed to one another, a set of chess pieces 16, and a pair of novel chess dice 68 and 20. Referring to FIGS. 2–7, according to one embodiment of the invention, the die 18 illustrated therein comprises a cube having six, symmetrical square faces 22, 24, 26, 28, 30 and 32, the faces 22, 24, and 28–32 having identifying pictorial designations 34, 36, 38, 40 and 42 respectively corresponding to the playing pieces of a conventional chess set. As shown, the face 22 is marked with a profile outline of a Rook, to thereby represent the same; similarly, the faces 24, 28, 30, and 32 are marked to represent a Queen, a Pawn, a Bishop and a Knight, respectively. The face 26 is left blank, or alternately may have a symbol representing something other than a chess piece, the purpose of which will be explained later.

Another embodiment of the invention is illustrated in FIGS. 8–13, showing a die 20 having faces 44, 46, 48, 50, 52 and 54, the faces having identifying designations 56, 58, 60, 62, 64, and 66 representing the chess pieces Rook, Queen, King, Pawn, Bishop and Knight, respectively. This embodiment differs from the embodiment of FIGS. 2–7 in that the blank face 26 of FIG. 4 in the first embodiment has been marked with a designation 60 representing a King, such that each of the six faces has a designation corresponding to a different one of the six different kinds of playing pieces which occur in a conventional chess set.

Still another embodiment of the invention is illustrated in FIGS. 14–19, showing a modified die 68 having faces 70, 72, 74, 76, 78 and 80. The face 70 has a designation 82 representing the chess piece Rook, and similarly the remaining faces are marked with symbols 84, 86, 88, 90 and 92 representing a Queen, a Pawn, another Pawn, a Bishop, and a Knight, respectively. The embodiment of FIGS. 14–19 differs from that of FIGS. 8–13 in that a Pawn (FIG. 16) has been substi-

tuted for the King (FIG. **10**) on one of the die faces.

Referring again to FIG. **1**, the game is played on the chess board **10** having 64 squares **14** of contrasting color, each player having 16 pieces comprising eight Pawns, two Rooks, two Bishops, two Knights, one Queen and one King. To commence play, the pieces are arranged on the board in the conventional manner, and are permitted to move in accordance with conventional chess rules. Normally, two dice are employed, and for purposes of explanation it will be assumed that the die **20** of FIGS. **8–13** and the die **68** of FIGS. **14–19** are employed. The first player to move rolls the dice before making his move. He is then permitted to move either of his own pieces corresponding to the symbols appearing face up on the rolled dice. The player must move one of these pieces, unless the standard rules of chess prevent such a move (such as would be the case if, for example, a Rook was cornered by two adjacent pieces). If neither of the pieces designated can be moved, the player then must move another one of his pieces. His opponent then rolls the dice and moves according to the same procedure. This process is continued throughout the game, with each player rolling the dice at his turn to determine which of his pieces he has the option of moving.

Castling is permitted whenever either a Rook or a King is rolled, provided that both pieces involved are posted in their original squares. If a player's King is in "check," he then foregoes rolling the dice at his turn and may move any of his pieces, one at a time, to overcome the "check." Also, if either player has only his King left on the board, then rolling of the dice is dispensed with, and both players are free to move any of their pieces, alternately, one at a time.

Variations in the game are possible. If two identical dice **68** of the type illustrated in FIGS. **14–19** are employed, wherein the dice each have two Pawn designations and no King designation, the rules can be modified to permit the King to move at any time, regardless

of the results of the throw of the dice. Due to the large number of Pawns occuring in the game at the commencement thereof, it has been found desirable to employ at least one die with Pawn designations on two faces. In the case that the die of FIGS. **2–7** is employed, the blank face **26** can indicate that a "free move" is available to the player, wherein he can move any one of his pieces during his turn corresponding to that particular roll.

From the above it can be seen that I have provided a novel, modified chess game which greatly adds to the enjoyment and diversity of conventional chess. Unusual situations are created which require decisions by the players that are frequently different from those encountered in conventional chess. Since the range of allowable moves is narrowed during each player's turn, play tends to be faster, and the effects of large differences in playing experience between the players tend to be minimized because the dice introduce an element of chance into the game. As a result, the level of strain for the average player is reduced, and his enjoyment of the game is enhanced. The game thus represents a distinct advance and improvement in the field of chess and chess-like games.

Variations and modifications are possible without departing from the spirit of the invention.

I claim:

1. A modified chess game having an element of chance, comprising in combination:

a. a chess board,

b. a set of chess pieces, and

c. a die in the form of a cube having six symmetrical square faces,

d. one of said faces having a pictorial designation resembling the profile of a chess piece of said set,

e. others of said faces having pictorial designations, respectively, resembling the profiles of other chess pieces of said set.

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