United States Patent

Sterler

[15] **3,700,242**

[45] **Oct. 24, 1972**

[54] **CHESS GAME APPARATUS**

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[22] Filed: **Aug. 5, 1970**

[21] Appl. No.: **61,326**

[52] **U.S. Cl.** ..... **273/131 KP**

[51] **Int. Cl.** **A63f 3/02**

[58] **Field of Search** 273/131

[56] **References Cited**

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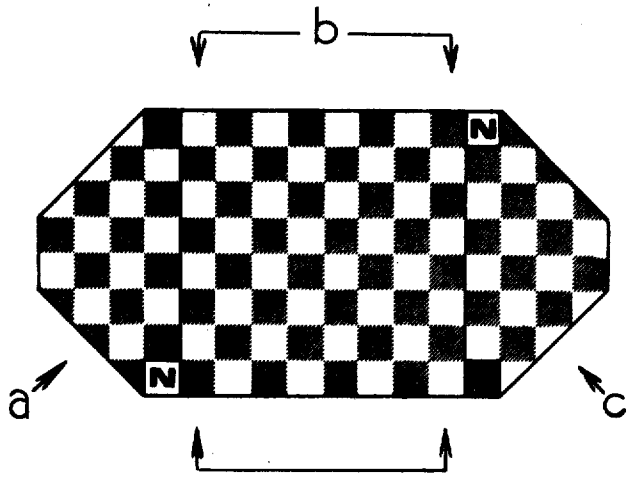
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Primary Examiner—Delbert B. Lowe

[57] **ABSTRACT**

A zonal chess game comprising a center board containing 64 squares and two generally triangular boards, each containing 20 additional squares, at opposite ends of the center board; and two conventional sets of playing pieces with two extra pawns in each set.

2 Claims, 14 Drawing Figures



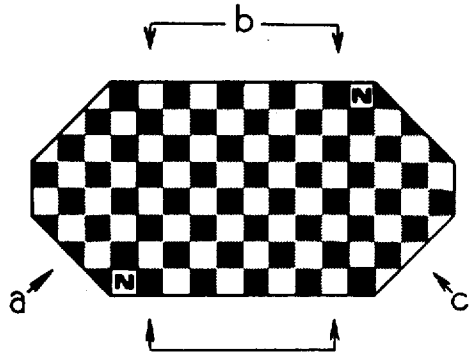


FIG. 1

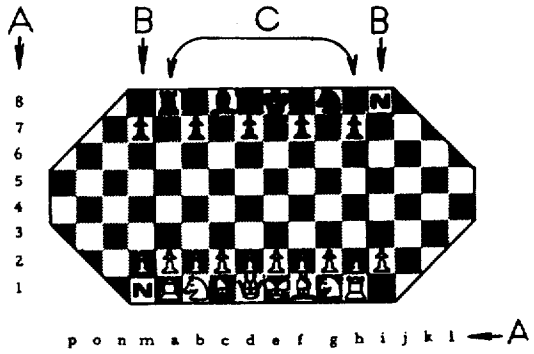


FIG. 2

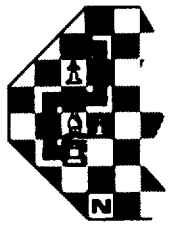


FIG. 3

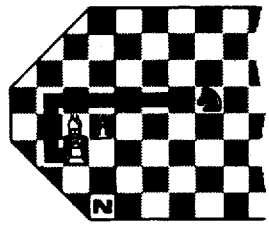


FIG. 4

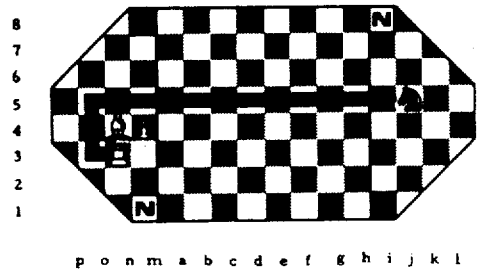


FIG. 5

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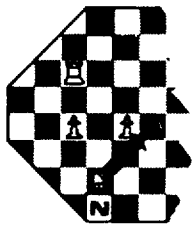


FIG. 6

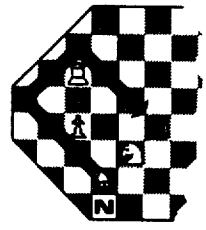


FIG. 7

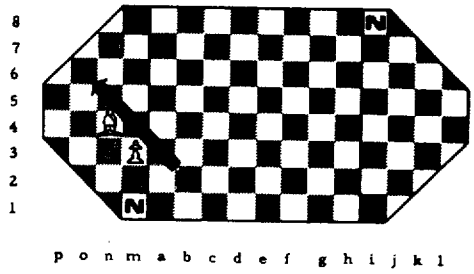


FIG. 8



FIG. 9

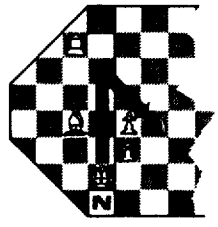


FIG. 10

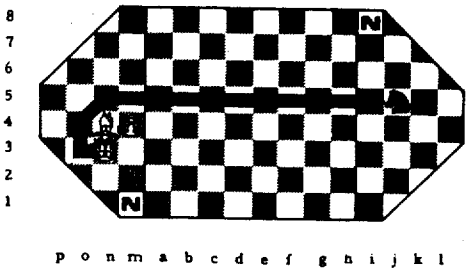


FIG. 11

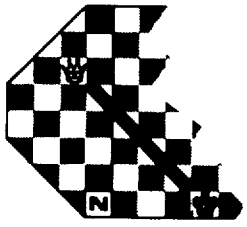


FIG. 12

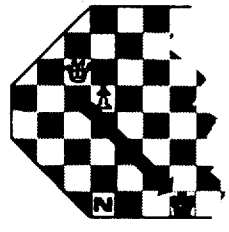


FIG. 13

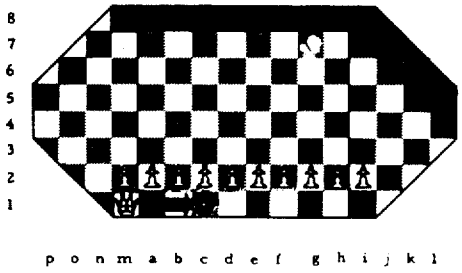


FIG. 14

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CHESS GAME APPARATUS

The subject of this invention is a new variant and addition to the classic game of chess.

The invention is hereinafter referred to as Zonal Chess.

Zonal Chess is played on a different board, with different rules, with 40 additional squares, and four extra pawns. The concept of the Game is to checkmate the opponent's King. The strategy method, systems used, powers of the opposing forces, and the balance of attack and defense, form the basis for this invention.

FIG. 1 is a plan view of the game board.

FIG. 2 shows the board with pieces set up ready for play.

FIGS. 3 through 14 are diagrams for use in connection with the explanatory matter appearing hereinafter.

In Zonal Chess, the center board, FIG. 1*b*, has 64 squares: eight rows vertically and eight rows horizontally. This is the standard chess board. All the standard rules of chess are observed on this board.

These rules are ancient and have been codified by the F. I. D. E., the International Organization of Chess.

The two outer boards, FIG. 1, *a* and *c*, which have been added to the center board, form the game board for Zonal Chess.

The object of this invention is to provide an interesting companion game to the game of chess, that is faster, with sharper tactical situations and a whole new mode of attack and defense.

This invention relates to the game of chess. This is a modern variant to the classic game of chess.

This invention has additional playing area, added pieces, new rules, new striking power for certain forces.

The game board FIG. 1 contains a total of 104 squares. There are 64 squares on the center board, FIG. 1*b*. There are 20 more squares in each Zonal Area, FIG. 1*a* and *c*. This is a total of forty more squares than the standard Chessboard.

The pieces used in this game total 36 pieces. There are 10 pawns, two rooks, two bishops, two knights, one king and one queen for white. There are 10 pawns, two rooks, two bishops, two knights, one king and one queen for Black.

The pieces are set up as in FIG. 2. Notice that there are two extra pawns for White and two extra pawns for Black. The extra pawns are set up one square over from the rook file on the second rank.

In Zonal Chess, a numbering system is used, FIG. 2 A, to describe and record the movements of the various pieces. This modified number system provides a clear explanation for the plurality of movements and the tracking of the key pieces. In FIG. 2 C, the main 64 square center board has the numbering system running horizontally from left to right, A,B,C,D,E,F,G,H and vertically starting from the White position, 1,2,3,4,5,6,7,8. This is the European system of notation and was maintained so that the regular chess notations would appear the same as if the regular game of chess were played.

The positioning of letters I, J, K, L and M, N, O, P in the Zonal Areas immediately identifies the game as a Zonal Game. The identifying system contained herein makes it much easier to describe a complicated play than the current descriptive system used in the United States at present.

The neutral squares, FIG. 2 B, have the same characters as regular board squares, and are not used for multiple moves. The neutral squares are located at M1 and M8, 11 and I8. (FIG. 2 B) They are included in this system because of the balancing effect they have on attack and defense.

The neutral squares have a dead stop quality such as the corner squares in the regular chessboard. These corner squares are found at A1 and A8, and H1 and H8. Any piece entering a neutral square must stop there and may not move out of the square until the next, or some future, move. When a piece does move out of the neutral square it must do so in a normal manner characteristic of the piece. In FIG. 14, the Queen is at neutral square M1. If the Queen wishes to enter Zonal Area A it must move to either one of the three squares N2, O3 P4, as one move. On the next move the Queen may act in a Zonal manner (FIG. 11).

Any piece originating in a neutral square must make two moves to be able to act in a Zonal fashion. It must make one move to move into the Zonal Area. The next move can act in a Zonal fashion described herein in FIG. 5, FIG. 8, and FIG. 1.

The extra Pawns: There are four extra Pawns; two white and two black that are added to the regular chess set of 32 pieces to make 36 pieces. The movements of the Pawns are the same as in the game of chess on the regular board and on the Zonal Areas. In Zonal Chess, there are eight additional squares of Pawn promotion, FIG. 14. The Pawn promotion squares are P5, O6, N7, M8, I8, J7, K6, and L5. Now the Pawns may be promoted on 16 squares instead of 8. (FIG. 14—shaded areas).

The Rook. The movement of the Rook in the two Zonal Areas is one of the important foundations of this invention. The Rook in the Zonal Area travels horizontally and vertically, and is free to change direction and move in indefinitely as long as it remains in one Zonal Area. (FIG. No. 3)

When a Rook leaves the Zonal Area, it must continue on a straight line (FIG. 4) until it reaches its destination. As in regular chess, a Rook captures by removing a piece from a square and replacing it with its own presence. In FIG. 5 all the movement shown is part of one move. The White Rook on N3 captures the Knight on K5.

We recognize that variations may exist that permit the Rook free reign in both areas at one time. Also, the Rook may be permitted under special rules to ignore the neutral square rules set up in FIG. 2. If the Rook is outside the Zonal Area, as in FIG. 4, and the pieces are reversed, with the White Rook on D5 and the Knight on N3, it would take two moves for the Rook to capture the Knight on N3. The same capture or effect happens when the Rook is in the neutral square M1.

We have given no special powers to the Knight in Zonal Chess. It performs in the Zonal Areas as it does in the Regular Areas.

Our choice at this point is to leave the knight in this condition to preserve a particular balance of force and counter-force. However, "Bounce" qualities and multiplicities of movements for the Knight form part of the options of this invention.

The Bishop. The Bishop travels diagonally on its own color on on its own color, FIG. 1. regular board and in

the Zonal Areas. In the Zonal Areas, it is free to change direction and move indefinitely as long as it stays in one Zonal Area on its own color. FIG. &. When the Bishop leaves the Zonal Area, it loses its right to change direction and must continue on a straight diagonal line until it reaches its destination. FIGS. 7 and 8.

Another option feature that is part of Zonal Chess is the "Two square no bounce rule."

One method of playing Zonal Chess is to incorporate a rule that restricts the Bishop from leaving the Zonal Area diagonally from squares M7 and M2, I7 and I2. The idea is to have at least two squares in line before crossing into the 64 square area.

In FIG. 7, if the White Rook was at point N7 instead of at N6, the Bishop at M2 could not capture the Knight at point B4. The neutral squares also form a "-stop" barrier for the Bishop.

The Queen. The Queen retains both the moves of the Rook and the moves of the Bishop when in the Zonal Area. It is free to change direction indefinitely, vertically, horizontally or diagonally as long as it stays in one Zonal Area (FIG. 9).

The optional features claimed for the Rook and Bishop are also claimed by the Queen, as the Queen is the combination of the Rook and Bishop.

When the Queen leaves the Zonal Area, it loses its right to change direction (FIG. 11) and must continue on a straight line until it reaches its destination. When the Queen crosses over the other side of the board (FIG. 11) into the other Zonal Area, it still must stop normally when it reaches its destination.

The King. The King moves one square in any direction, the same in the Zonal Area as on the regular chessboard. The King can be checked only by direct attack such as in FIG. 12. In this variation the King is not in check in FIG. 13.

In FIG. 14 under the optional rules, the Queen is checking the King from the neutral square on M1.

The main body of rules says that FIG. 13 and FIG. 14 are not a checking situation.

In FIG. 14 the Queen is in a neutral square and the King can never be checked by any piece in a neutral square.

I claim:

1. A game board having the peripheral configuration shown in FIG. 1 of the drawings and having on its surface the checkered game pattern shown in said FIG. 1.

2. A game apparatus consisting of a board having the peripheral configuration shown in FIG. 1 of the drawings and having on its surface the checkered game pattern shown in said FIG. 1; and two sets of chess pieces each consisting of 10 pawns, two rooks, two knights, two bishops, one queen and one king, said two sets of pieces being of different colors.

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