Aug. 12, 1930. E. F. BARRETT 1,772,583

GAME AND GAME APPARATUS

Filed May 23, 1928

Fig. 1.

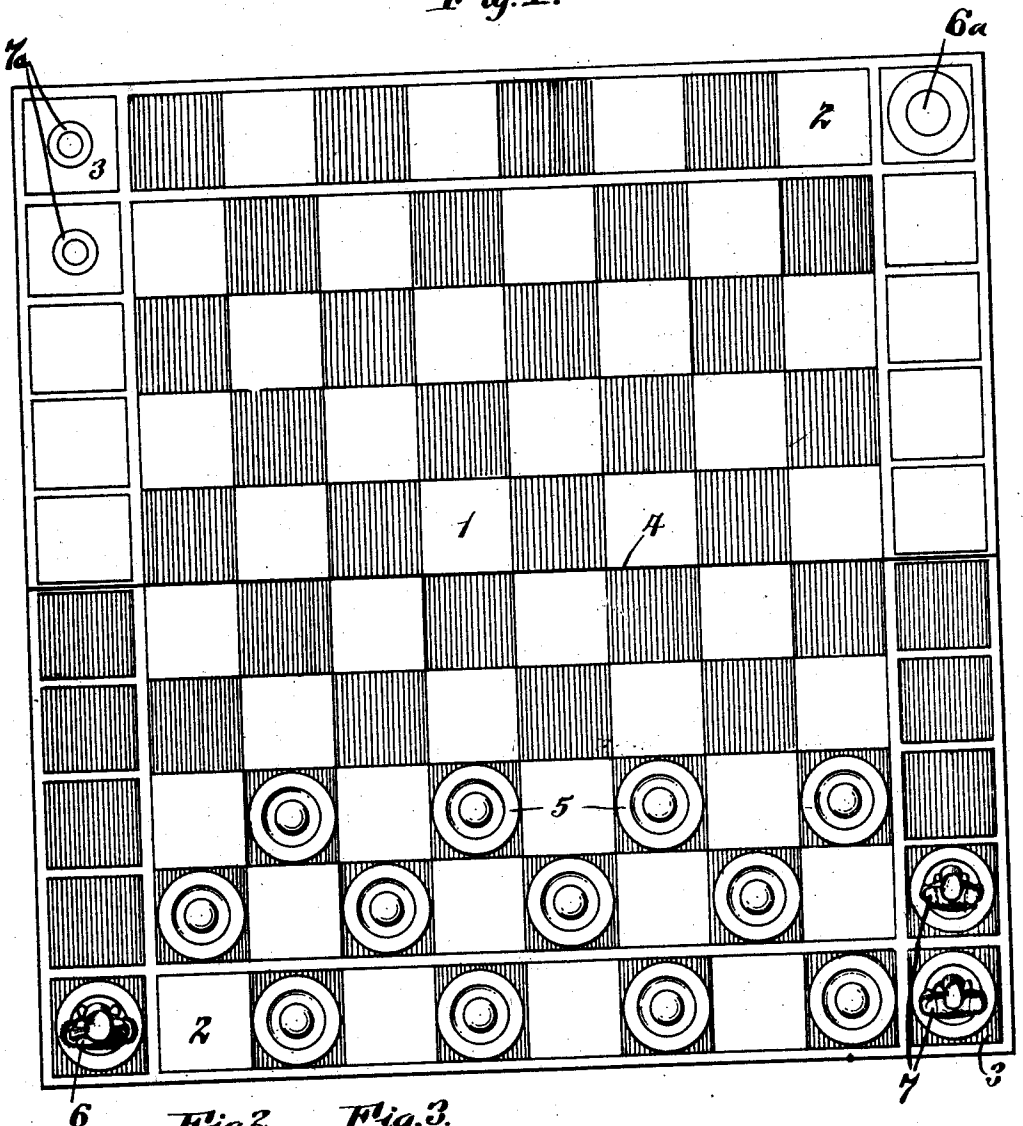


Fig. 2. Fig. 3.

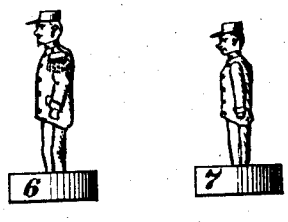


Fig. 4.



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GAME AND GAME APPARATUS

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This invention relates to games and game apparatus and proposes a game board having a checkered playing surface upon which sets of movable pieces are arranged for manipulation in a manner similar in a general way to the games of checkers, chess and the like.

An object of the invention is to combine the game of checkers and modified features of the game of chess into a novel and highly entertaining game, the playing of which involves care and skill rather than chance.

A further object is to arrange the game board so that it is instantly available for the playing of the game of checkers as well as the game herein described and without the confusion ordinarily attending the provision of auxiliary playing spaces.

The invention contemplates a game board having a centrally located checkered surface such as is used for the playing of the ordinary and well known game of checkers and, in addition, a marginal area comprising a single row of side and end spaces which encompasses the centrally located surface and is spaced from such surface sufficiently to outline it clearly.

The end marginal spaces are checkered to conform to the checkered arrangement of the central surface and these end spaces together with the central surface, constitute the major playing field while the side marginal spaces constitute auxiliary fields and are utilized for the new or added pieces which are intended for manipulation over all fields according to prescribed rules.

The preferred form of apparatus is illustrated in the accompanying drawings, wherein:

Figure 1 is a plan view of the game board with the movable pieces of one set in position.

Figures 2, 3 and 4 are side elevations respectively of the movable pieces hereinafter termed captain, aide and checker piece.

The game board, as illustrated, is provided with a centrally disposed checkered surface 1 which is similar to the usual playing surface utilized for the game of checkers. The surface 1, therefore, comprises a total of sixty-four spaces arranged in the form of a square having eight spaces on each side. This surface is further arranged so that each diagonal row of spaces is distinguishable from the next adjacent row and for this purpose, the diagonal rows are alternately colored light and dark.

The game board is also provided with end marginal spaces 2 which are preferably spaced a slight distance away from the surface 1 and laterally coextensive with such surface. The spaces 2 are preferably colored in the same manner as the spaces of the surface 1 and arranged to conform to and extend the checkered arrangement of the surface 1 for the full length of the board.

The side margins of the game board are provided with spaces 3 which are slightly spaced from both the central surface 1 and the end marginal spaces 2. The side marginal spaces 3 and the central surface 1 are each divided into opposing halves by a common center line 4 extending from one side of the board to the other. The side marginal spaces 3 on the one side of the center line 4 are preferably given a light color and those on the other side of the center line 4 a dark color.

In playing the game, the central checkered surface 1 and the end marginal spaces 2 constitute the major playing field while the side marginal spaces 3 constitute the auxiliary fields, the board, of course, being divided into opposing halves by the center line 4. Each side or half of the major playing field is provided with a set of twelve movable pieces such as the usual checker pieces 5, it being understood, of course, that the pieces of each set are colored so as to be distinguishable from the pieces of the other set, the color combination preferably being light and dark. The light pieces are initially arranged on alternate spaces of the three end rows as, for instance, on the dark spaces of the end marginal row and the next two rows of the surface 1. The dark pieces are similarly arranged on the dark spaces of the other side of the regular playing field.

The sides or halves of the auxiliary fields lying on one side of the center line 4 are assigned to a set of movable pieces, preferably consisting of three members, namely a cap-

tain 6 and two aides 7, and the other sides or halves are similarly assigned to a like set, the pieces of the respective sets being colored light and dark. The light captain 6 is initially placed in an auxiliary field on a dark corner space of the board this space being known as the home position and preferably lying to the left of the player. The light aides 7 are initially placed on the dark corner and the next adjacent dark space of the opposite auxiliary field, that is to say to the right of the player. The dark captain and aides are similarly arranged on the other sides and in the light spaces of the auxiliary fields, the captain of one set and the aides of the other set being placed in the same auxiliary field.

The arrangement, as stated, is preferred but it obviously can be varied somewhat as desired. As a measure of convenience the spaces for the initial positions of the captain and the aides may bear suitable distinguishing outlines 6^a and 7^a respectively.

The game is to be played with the idea of capturing the opposing captain or preventing his escape from his own home position, or capturing and occupying his home position, the first player to accomplish any one of these objectives winning the game.

The rules of the game are as follows:

Each side is given one move at a time as in the game of checkers. The checker pieces 5 are movable within the limits of the major playing field only and these pieces are governed entirely by the well known rules of the game of checkers.

The aides 7 are movable along the particular auxiliary field spaces in which they are initially located but only up to the center line 4. They are also movable over the regular playing field but having once left their auxiliary field they cannot be returned to it or moved to the other auxiliary field. The aides may leave the auxiliary field by moving straight out or diagonally but they must in any case be moved to a dark space. The aides may also leave the auxiliary field by jumping an opposing piece. Obviously the jump must be made diagonally. The aides cannot move from the auxiliary field directly across the center line either by a jump or otherwise but they must be moved to the major playing field before they can cross the center line. Once the aides are moved to the regular playing field they are governed by the checker rules governing kings. The main purpose of the aides is to clear the way for the captain 6.

The captain is movable into or out of any of the auxiliary field spaces and over the major playing field. It may leave any auxiliary field by moving straight out or diagonally but must, of course, be moved to a dark space. The captain may move from either auxiliary field directly across the center line only by jumping an opponent; otherwise he must be moved out upon the major field before crossing the center line. When the captain is located upon the major playing field he is governed by the checker rules relating to kings. In addition he has a special privilege in that he is not obliged to jump an opponent if by doing so he will be placed in a position leading to his immediate capture.

It will be understood that the playing rules and conditions may be varied considerably, those described having been found to provide an enjoyable and interesting game.

I claim as my invention:

1. A game board of the class described having a playing surface divided into spaces comprising a major playing field and auxiliary playing fields, each of said fields being divided into opposing parts by a common line, the spaces of the major playing field being arranged in parallel diagonal rows wherein each row has means distinguishing it from the next adjacent row, and the spaces of the auxiliary playing fields being arranged along the side margins of the major playing field, the auxiliary side fields on one side of the dividing line having means distinguishing them from the similar fields on the other side of the line as and for the purpose set forth.

2. A game board of the class described having a playing surface divided into spaces comprising a major playing field and auxiliary playing fields, each of said fields being divided into opposing parts by a common line, the major field consisting of a centrally disposed checkered arrangement suitable for playing the game of checkers and oppositely disposed end spaces arranged to conform to and extend the checkered arrangement of the centrally disposed spaces, and the auxiliary field consisting of spaces arranged along the side margins of the regular field, the auxiliary fied spaces on one side of the dividing line having means distinguishing them from the spaces on the other side of the line.

3. In a game apparatus of the class described a game board having a playing surface divided into spaces comprising a major playing field and auxiliary playing fields, each of said fields being divided into opposing parts by a common line, the spaces of the major playing field being arranged in parallel diagonal rows wherein each row has means distinguishing it from the next adjacent row and the spaces of the auxiliary playing fields being arranged along the side margins of the major playing field, the auxiliary fields on one side of the dividing line having means distinguishing them from the auxiliary fields on the other side of the dividing line, in combination with sets of movable pieces for said regular playing field and other sets of movable pieces for said auxiliary fields.

4. In a game apparatus of the class described a game board having a playing sur-

face divided into spaces comprising a major playing field and auxiliary playing fields, each of said fields being divided into opposing parts by a common line, the major field consisting of a centrally disposed checkered arrangement suitable for playing the game of checkers and oppositely disposed end spaces arranged to conform to and extend the checkered arrangement of the centrally disposed spaces, and the auxiliary field consisting of spaces arranged along the side margins of the major field, the auxiliary spaces on opposite sides of said dividing line having means distinguishing them from each other, said end and side marginal spaces being spaced from the centrally disposed spaces in combination with sets of movable pieces for said major playing field and other sets of movable pieces for said auxiliary fields.

5. In a game apparatus of the class described a game board having a playing surface divided into spaces comprising a major playing field and auxiliary playing fields, each of said fields being divided into opposing parts by a common line, the spaces of the major playing field being arranged in parallel diagonal rows wherein each row has means distinguishing it from the next adjacent row and the spaces of the auxiliary playing fields being arranged along the side margins of the major playing field in combination with distinguishable sets of movable pieces for opposite sides of the regular playing field and sets of movable pieces for opposite sides of the auxiliary fields, the latter sets having means distinguishing them from each other and from the major playing field sets.

In testimony whereof I hereby affix my signature.

EDWARD F. BARRETT.