

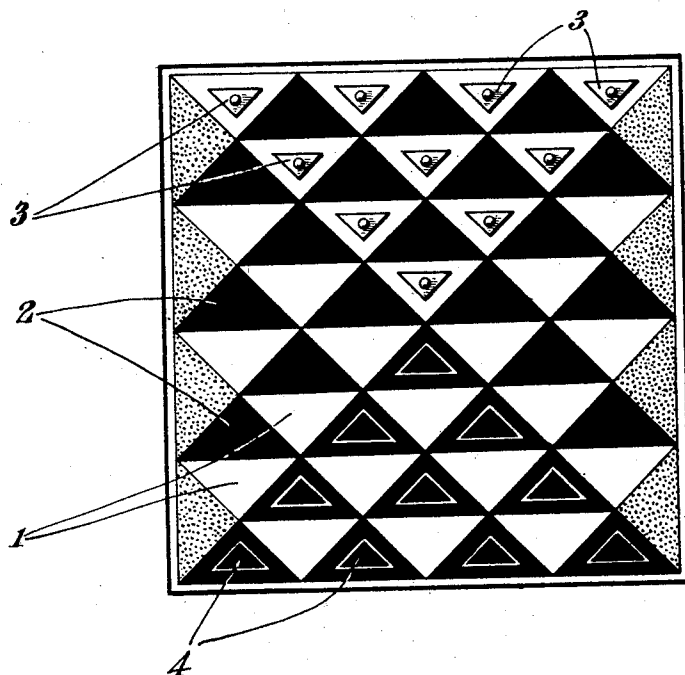
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W. D. VINCENT

GAME APPARATUS

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Inventor

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By his Attorneys

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UNITED STATES PATENT OFFICE.

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GAME APPARATUS.

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The invention aims to provide a game board and playing pieces which will enable a game somewhat analogous to checkers to be played, but wherein the player "takes" or captures an opponent's playing piece by surrounding it with three of his own pieces.

In the drawings the single figure shows one specific structure of game board and playing pieces adapted to be operated in accordance with the invention.

A game board is provided having its active surfaces divided up into two series of playing spaces, the latter being preferably differently marked or colored so that the spaces of one series may be readily distinguished from those of the other. The spaces of the two series furthermore alternate both laterally and longitudinally of the playing board and the spaces are so shaped that each interior playing space of each series is surrounded or substantially surrounded by three adjacent spaces of the remaining series.

For example, in the illustrated embodiment of the invention, the playing spaces are all made triangular in shape and the playing spaces 1 of one series which are colored white, alternate both laterally and longitudinally of the board with the playing spaces 2 of the other series which are colored black. Thus each interior white and black space is surrounded by three adjacent spaces of the opposite color.

A game board of the above nature makes it possible to play an interesting game wherein opposing sets of playing pieces 3 and 4 are initially placed respectively on certain of the respective playing spaces 1 and 2, after which each player endeavors to capture his opponent's playing pieces by surrounding them with his own.

The specific rules of the game, of course, may be varied to some extent but it will be suitable, for example, to permit each player to move only upon his own series of spaces and to move one space towards his opponent during each turn. Whenever a player's piece becomes surrounded by three of his opponent's pieces, the piece so surrounded may be deemed captured and removed from the board. The game may be considered as ended when either player cannot move, the player who has captured the most pieces being the winner.

Different numbers of playing spaces and playing pieces, of course, may be employed but I have found it suitable to employ a board having a total of fifty-six playing spaces allowing ten playing pieces to each player. Different initial arrangements of the playing pieces, of course, also may be employed, but I have found it suitable to arrange the pieces initially in opposed pyramids as shown in the drawings.

While a specific embodiment of the invention has been described, it will be obvious that changes may be made therein without departing from its essentials as set forth in the following claims.

I claim:

1. A game apparatus including a board and game pieces, said board having its playing surface of substantially rectangular form and having pairs of opposed sets of alternately disposed distinctively colored triangular shaped playing spaces transversely and longitudinally arranged throughout the playing surface of the board, whereby said spaces are adapted to receive the same number of playing pieces of the opposed sets similarly arranged in opposition to each other, and with each set in pyramidal form and with the apices of the pyramids meeting at a common point.

2. In a game apparatus including a board and game pieces, said board having its playing surface of substantially rectangular form and having opposed sets of alternately disposed distinctively colored triangular shaped playing spaces transversely and longitudinally arranged in rows throughout the playing surface of the board, each set of triangular shaped playing spaces having the bases of each of their outer rows disposed parallel to the outer edges of the board whereby said spaces are adapted to receive the same number of playing pieces as those of the opposed set similarly arranged in opposition thereto, and with each set in pyramidal form and with the apices of the pyramids meeting at a common point.

3. A game apparatus including a board and game pieces, said board having its playing surface of substantially rectangular form and having pairs of opposed sets of alternately disposed distinctively colored triangular shaped playing spaces transverse-

ly and longitudinally arranged throughout the playing surface of the board, said spaces being adapted to receive the same number of playing pieces of the opposed sets similarly arranged in opposition to each other, and with each set of playing pieces disposed respectively on one of the above mentioned proposed sets of playing spaces, whereby a playing piece of one set may be surrounded by three playing pieces of the other set. 10

In testimony that I claim the foregoing, I have hereunto set my hand this 3d day of December, 1926.

WALLACE D. VINCENT.