L. V. BENNETT

GAME BOARD.

APPLICATION FILED MAY 12, 1917.

1,339,013.

Patented May 4, 1920.

2 SHEETS—SHEET 1.

Fig. 1.

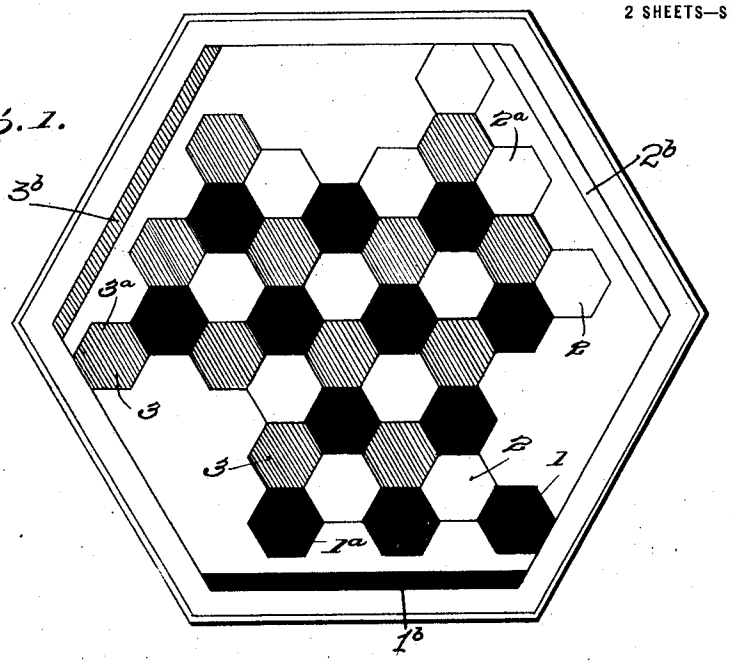
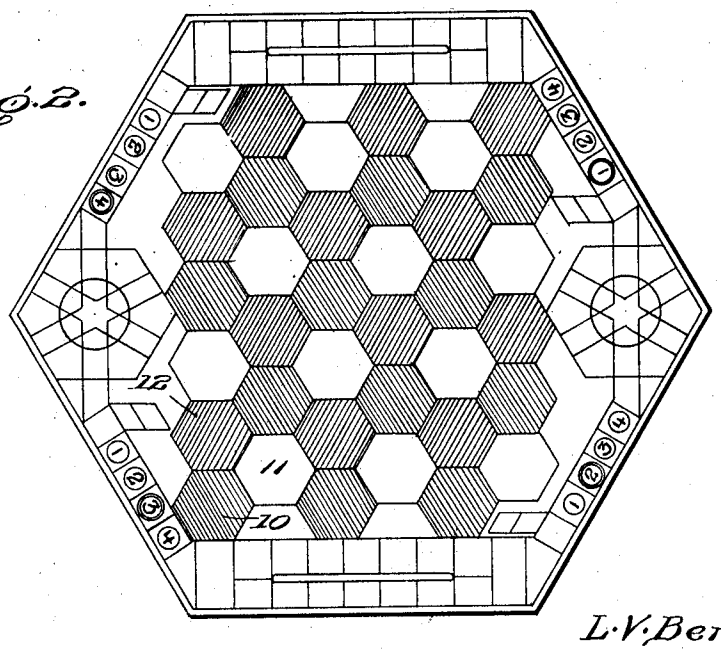


Fig. 2.



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2 SHEETS—SHEET 2.

Fig. 4.

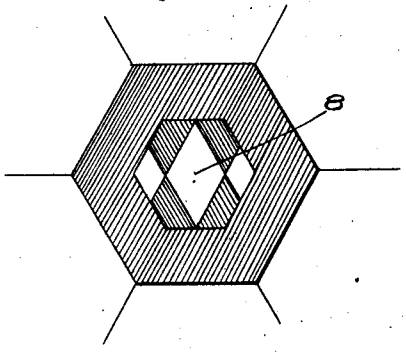


Fig. 5.

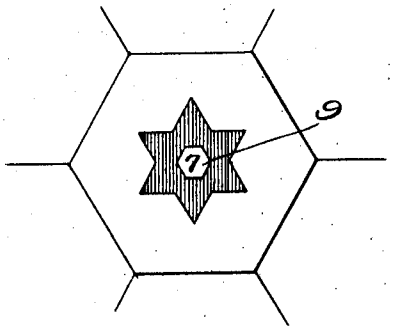
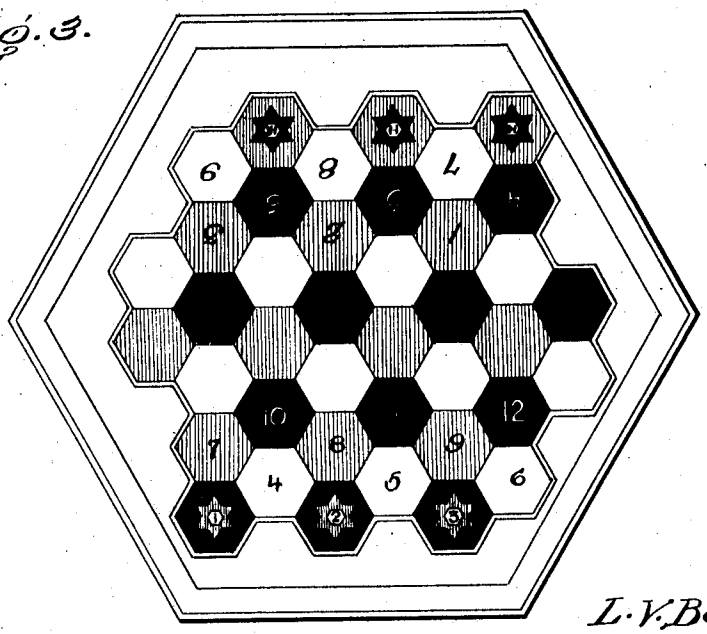


Fig. 3.



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UNITED STATES PATENT OFFICE.

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GAME-BOARD.

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To all whom it may concern:

Be it known that I, LELAND V. BENNETT, a citizen of the United States, residing at Westerville, in the county of Franklin and State of Ohio, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

This invention relates to game boards, and more particularly to a game board upon which may be played various games closely resembling the well known game of checkers and kindred games, and it is the primary aim of the invention to provide in a game board of the class mentioned a novel arrangement of the active spaces within the playing field by reason of which arrangement more intricate, complicated and interesting problems and situations may be met with than in the use of the ordinary checker board.

Another aim of the invention is to provide a game board of the class mentioned which, has such an arrangement of active playing spaces as to adapt the board for use by an uneven number of players specifically three, instead of two as in the ordinary game of checkers.

Another aim of the invention is to divide the playing area of the game board into three fields of identical geometrical outline and arrangement wherein each individual playing space will have a number of equal sides other than four, preferably six, and the spaces in each field will be disposed at intervals interspersed with the spaces of the other fields so that the entire playing area comprises the aggregate spaces of all fields.

Another aim of the invention is to produce a three-way checker board whose playing area is composed of three overlapping fields as described above, each field having a king row in front of a player which is the objective of the other two players.

In the accompanying drawings:

Figure 1 is a plan view illustrating one triply symmetrical arrangement in accordance with the principles of this invention;

Fig. 2 is a view illustrating a doubly symmetrical arrangement of the playing spaces, in combination with a border design suitable for the playing of other games, for which the present invention provides;

Fig. 3 is a similar view, illustrating a different doubly symmetrical arrangement;

Fig. 4 is a detail plan view illustrating one pattern for playing space, which may be substituted for the plain playing space;

Fig. 5 is a similar view illustrating two methods of especially designating certain spaces.

While the figures of the drawings illustrate various arrangements of the playing spaces of the board it will be understood that a single board may have but one playing area or that the board may be provided upon each of its two faces with a playing area, the areas embodying different arrangements of the playing spaces. It will also be understood that the arrangements here shown are to be taken as merely illustrative of the principles of the invention and that, therefore, various other arrangements may be made use of, if desired.

In the arrangement shown in Fig. 1 of the drawings the playing area as a whole is a composite structure made up of three like players' fields, and each field is composed of a plurality of playing spaces, each space having the geometrical form of a hexagon and the adjacent side lines of such spaces as are contiguous being coincident. The playing spaces of the respective fields are preferably distinguished by different markings—specifically as by being made in three distinguishing colors, spaces indicated by the numeral 1 being of such a distinguishing color, for example, as black, the spaces indicated by the numeral 2 being preferably white, and the spaces indicated by the numeral 3, being preferably red. The spaces of each field are arranged in rows which are parallel to each other and parallel to all sides of the playing area as a whole. It will be observed that the spaces of each field or distinguishing color in the several rows are arranged at intervals and relatively in staggered relation, and it will be understood that the rows of the several fields comprising the spaces 1, 2 and 3, and indicated specifically respectively in the figure by the numerals 1^a, 2^a, and 3^a, constitute the king rows. The players' positions at the game board as a whole, which in this case is a regular hexagon, are at alternate sides thereof and preferably indicated by stripes 1^b, 2^b, and 3^b drawn along chordal lines on the face of the board and colored to correspond with the color of the spaces in the field opposite, and also with the respective king rows. It will also be observed by reference to the said Fig. 1 that the spaces in each two rows

of each field are interspersed with a row each of spaces from the other fields. For example, between the king row 1^a of the black spaces and the next row of black spaces 1 there is interposed a row of white spaces 2 and a row of red spaces 3, the spaces 2 being located in staggered relation to or diagonally forward of the spaces 1^a of the king row, and the spaces 3 being located in staggered relation to or diagonally forward of said spaces 2 and immediately in advance of corresponding spaces 1^a of the king row, this arrangement being followed throughout the entire playing area of the board. As before stated, a board thus arranged is adapted for use by three players in a "three-way" checker game, each uncrowned game piece having three moves in advance, in place of two as in the ordinary game of checkers, and each crowned piece having six possible moves instead of four. Each player is provided with eight game pieces which are placed upon the spaces 1, 2 and 3 nearest the stripe adjacent which he is seated. For example, a player occupying that side of the board adjacent the black stripe 1^b will place a game piece upon each space in his king row 1^a, a game piece upon each space 2 in that row diagonally adjacent the king row, a game piece upon each space 3 in that row immediately in advance of the king row, and a single game piece in the row immediately in advance of said spaces 2, and in that particular black space thereof which is located between and in advance of said spaces 3. The moves and plays are substantially the same as in the ordinary game of checkers, the distinguishing features, however, being that each and every space constitutes an active playing space and the spaces are so inter-related that each player may move his game pieces forward in three ways, viz., either perpendicular to the line of his king row, or diagonally to the right at an angle of thirty degrees, or diagonally to the left at an angle of thirty degrees. It will be understood, of course, that the two remaining king rows constitute a double objective, and a game piece may be crowned in either; after which it may be moved either directly backward or diagonally toward the right or left, as well as in the three directions first-mentioned.

In any of the arrangements of game board areas, spaces which by virtue of their position have a special significance in the resulting games may be designated, in addition to the designation mentioned above, by geometrical figures. For example, the king row spaces may be designated by stars 9, as in Fig. 5. As represented this space is of the color of the spaces designated by the numeral 2 in Fig. 1 and the star therein is of the same color, for example, as one of the spaces designated by the numeral 3 in Fig. 1. Of course, other arrangements may be employed or for decorative effect the whole playing space may be composed of subspaces into which the three colors have been symmetrically worked by a geometrical pattern, as shown at 8 in Fig. 4.

In the arrangement shown in Fig. 2 of the drawings, the hexagonal spaces are in three distinguishing colors, symbols, or designs with a two-way symmetry, and in this arrangement the board is adapted for use by two players and there are, consequently, two king rows instead of three as in the previously described form of the invention. Each player may, of course, move his uncrowned game pieces (men) and his crowned game pieces (kings) as before. In this figure the spaces of one kind are indicated by the numeral 10, the spaces of another kind by the numeral 11, and the spaces of a third kind by the numeral 12, and it will be observed that, viewing the board from that side at which the king row of the spaces 10 is located, the spaces 11 are located in staggered relation to the spaces 10 and the spaces 12 are located in staggered relation to the spaces 11, the arrangement approximating that shown in Fig. 1 of the drawings, although in Fig. 2 each row comprises the same number of spaces. In other words, the playing area as a whole is rectangular in general outline. In Fig. 2 there are three of the spaces 10 in each row comprising its kind and the same is true of the spaces 11 and 12 in the rows comprising the kinds to which they respectively belong.

Fig. 2 of the drawings illustrates a surface of the game board which may have a border design around its playing area adapting the board for use in playing some other kind of game, as for example, the game of pachisi.

Fig. 3 of the drawings illustrates an arrangement of the surface substantially the same as that shown in Fig. 2, except, however, that the middle transverse rows of spaces each contain more spaces than the other rows. Also if desired, as shown in this figure, the spaces upon which the game pieces are to be initially placed may be consecutively numbered, commencing either with the king row as illustrated in the lower portion of the view, or with the initial row as illustrated in the upper portion, or the entire playing spaces may be numbered according to other plans. In the arrangement shown in Figs. 2 and 3 of the drawings each player is provided with twelve game pieces which are placed upon the spaces in the four rows nearest that side of the board at which the player is seated and the moves are made as before explained.

Two of the several games which may be played by the use of the game board are described as follows:

Use area as shown in Fig. 2. Two play-

ers participate, each having twelve game pieces. Each player is seated near the corner of the board which has the large hexagon in border design. Each player places his twelve pieces on the spaces nearest him. Play proceeds as in old-style checkers, each game piece having the option of two forward moves. When reaching any of the six spaces on opposite side of board, piece is crowned a king, and can then move backward in addition, now having four moves. When such king finally reaches his home king row, it is again crowned, becoming a "Triple king" and being permitted in addition to move laterally, now having six moves.

Use area as shown in Fig. 3. Each of the two players places nine men of same color, on spaces numbered 4—12. Three neutral men of different color, preferably red, are placed on the front ranks of each group, spaces numbered 1—3, making a total of six neutral men. The neutral men belong to neither player. They are, however, moved by either player jumping over such neutral or neutrals with man or king as in three-way checkers. This move is to any adjacent unoccupied space excepting the space from which said man or king jumps, and on which he lands. If it is impossible to thus move the neutral, such jump over the neutral can not be made. The same neutral can not be jumped twice in the same turn. When a neutral is moved into space 9, or when two or more neutrals are on adjacent spaces along the sides of the board, they necessarily remain inactive the rest of the game. The object of the game is to capture all the adversary's pieces by (first) so placing the neutrals that they are stepping stones for men or kings to strike at the enemy, or (second) working the neutrals back into the player's own king row, when they may be exchanged for playing pieces. A neutral may be jumped or not, but an adversary's piece must always be jumped, if opportunity affords.

Having thus described the invention, what is claimed as new is:

1. A game board having chordal stripes at points near its edge indicating positions for an uneven number of players and distinctively colored, its face bearing a composite playing area made up of fields, one for each player, and each composed of spaces disposed at intervals in rows parallel with the respective player's stripe and colored to correspond therewith, said spaces being interspersed with the spaces of the other fields.

2. A game board having chordal stripes at three equi-distant points near its edge, the stripes marked to indicate the positions of three players, the face of the board bearing a composite playing area made up of three overlapping fields of spaces of the same arrangement but distinctive markings in the several fields, the spaces composing each field being disposed at intervals in rows parallel with the respective stripe and the rows interspersed with the spaces of the other two fields.

3. A game board having players' positions at three equi-distant points around its edge, its face bearing a composite playing area made up of three fields of spaces of the same arrangement but different colors in the several fields, the spaces of one color being disposed at intervals and staggered in parallel rows and interspersed with the spaces of the other fields, those of a second color diagonal to the spaces in the first row and alined with those in the next, and those of the third color alined with the spaces in the first row and diagonal to those in the next, and so on.

4. A game board of hexagonal contour having means for indicating the positions of three players at alternating sides thereof, the face of the board bearing a composite playing area made up of three fields of playing spaces, said spaces being of identical arrangement in the three fields and all those in each field bearing a distinctive color.

5. A checker board of hexagonal contour adapted for three players at equi-distant positions around its edge, its face bearing a composite playing area made up of three fields of hexagonal spaces whereof all those in each field are of one color different from the others, each field being composed of spaces at intervals in a king row transverse to the player's position and other spaces at intervals in additional rows, all rows being parallel and the spaces in contiguous rows respectively staggered, and the spaces in the rows throughout said field being interspersed with the spaces of the other two fields.

In testimony whereof I affix my signature.

LELAND V. BENNETT. [L. S.]