Nov. 16, 1948. W. G. HARE ET AL 2,453,907

GAME

Filed Jan. 16, 1945 2 Sheets-Sheet 1

Fig. 1

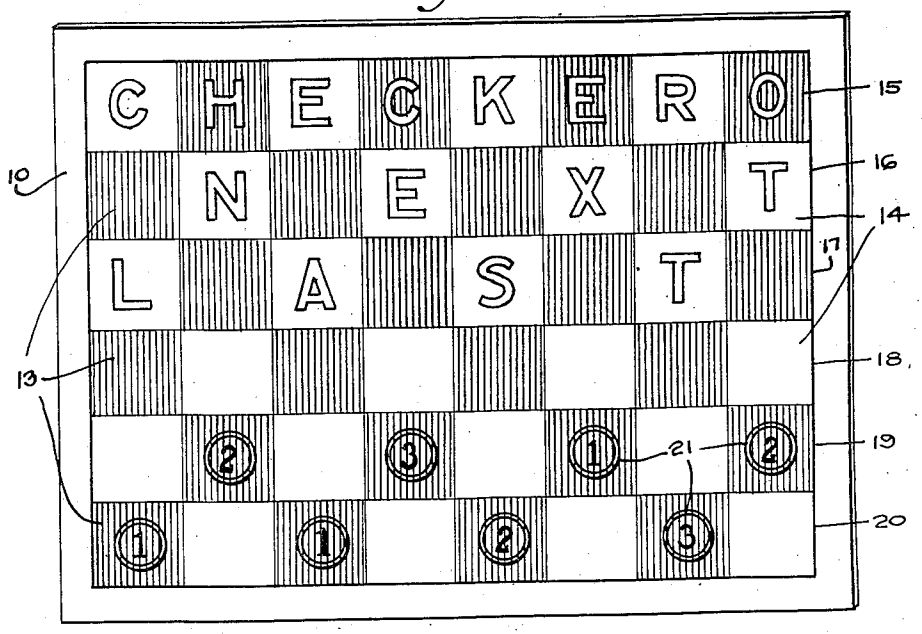


Fig. 2

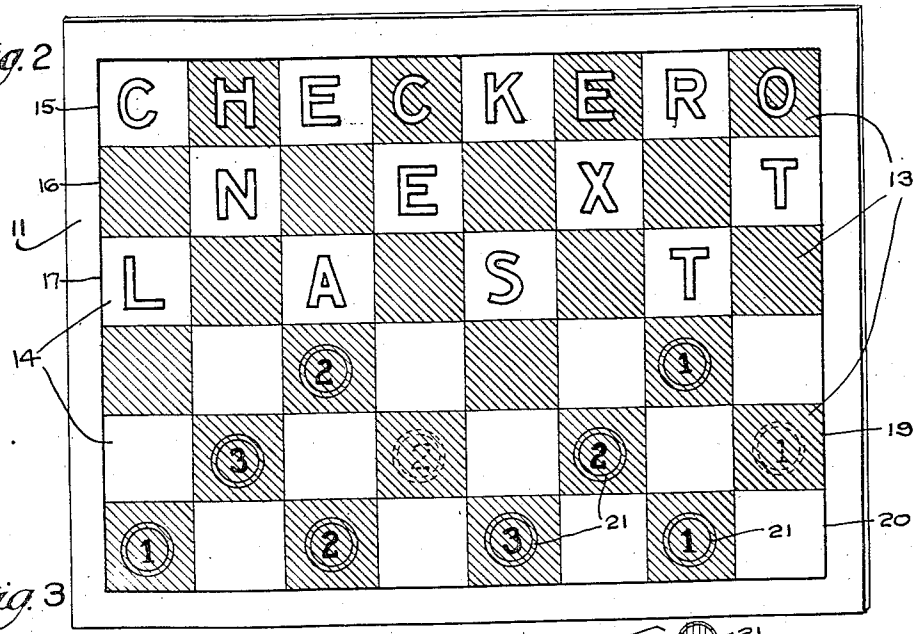


Fig. 3

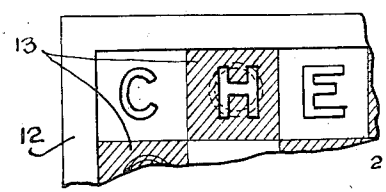


Fig. 4

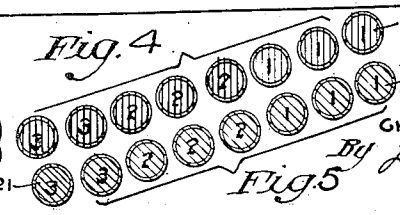


Fig. 5

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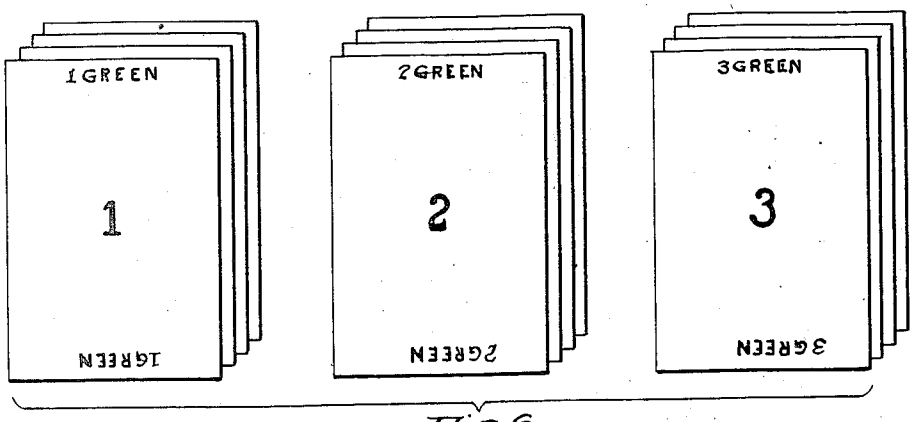


Fig. 6

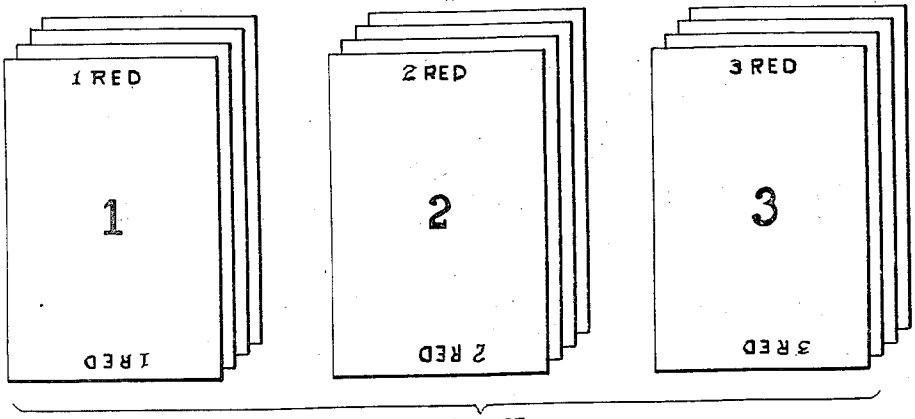


Fig. 7

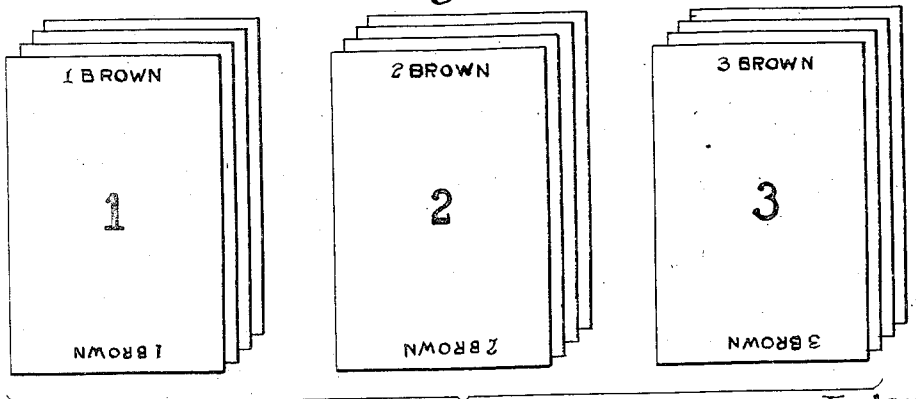


Fig. 8

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GAME

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Application January 16, 1945, Serial No. 573,023

1 Claim. (Cl. 273—134)

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This invention relates generally to games of the type wherein a plurality of playing pieces are moved about on a playing board and more particularly to one which is adapted to be competitively played by two or more persons in a manner and in accordance with rules governing the play which involve elements of chance and judgment in determining the winner of the game.

Among the principal objects of the present invention is to provide a modified form of the well-known game of checkers in which is employed as many playing boards as there are players in the game, each player being provided with an equal number of playing pieces which he initially disposes upon his individual board as his own judgment dictates and which are subsequently moved on the board toward the goal by the draw of a card. While the draw of the card by a given player for determining his permissible move introduces the element of chance into the game, the particular disposition of his movable pieces by the player having the right to move is not in all cases subject to the chance of the card draw, but instead may be controlled by the judgment and skill of the player. Thus, the game is rendered exceptionally fascinating to all of its participants because each has an equal chance of emerging the winner.

A further object of the present invention is to provide a game, the component parts of which are simple and inexpensive to produce, which affords the player an opportunity to exercise judgment and skill in the play thereof and in which interest is maintained until the game has been played to final conclusion.

Other objects and advantages of the invention will be apparent from the detailed description thereof which follows, it being understood that the said invention consists in the combination and operative relation of its component parts as described hereinafter, as shown in the accompanying drawings and as finally pointed out in the appended claim.

In the accompanying drawings—

Figure 1 is a face view of one of the playing boards, showing the movable pieces as disposed thereon by the player of that board preliminarily to commencement of play of the game;

Figure 2 is a similar view of a second playing board, showing certain of the movable pieces moved into positions by the player during progress of the game;

Figure 3 is a similar view of a portion of a third playing board showing a playing piece in the goal or game winning row of the board;

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Figure 4 illustrates a set of playing pieces for use with the game board of Figure 1;

Figure 5 illustrates a second set of playing pieces for use with the game board of Figure 2; and

Figures 6, 7 and 8 illustrates the several sets of cards respectively associated with the playing boards of Figures 1, 2 and 3 and which together comprise the full set of cards employed in a game involving the three boards as illustrated.

In the game of the present invention, as many playing boards are employed as there are players in the game, the several boards being each of similar construction, but of different colors to distinguish them from one another. Thus, each of the three playing boards **10**, **11** and **12**, as shown respectively in Figures 1, 2 and 3, is of generally rectangular shape and has marked or otherwise indicated on its playing surface six horizontal rows of eight squares each, alternate squares on each board being colored, as indicated, in contrast with the background color of the board. This background color, preferably white, is the same for all boards, in consequence of which the colored playing squares **13** of each board alternate with the non-playing or neutral squares **14** of the background color. In the board of Figure 1, the playing squares **13** are colored for red, those of Figure 2 for green, and those of Figure 3 for brown.

The top-most row **15** of each board is the goal or winner's row, the several squares thereof being preferably indicated by the imprinted letters C–H–E–C–K–E–R–O. The adjoining row **16** is preferably marked by the letters N–E–X–T, while the third row **17** is marked by the letters L–A–S–T.

The three bottom rows **18**, **19** and **20** of each board are unmarked and of these the rows **19** and **20** constitute the starting rows for disposition of the movable playing pieces preliminarily to commencement of play of the game.

Provided for each playing board is a set of playing pieces or checkers **21** (see Figures 4 and 5), each set consisting of eight pieces preferably colored in correspondence with the colored squares of the board for which they are respectively intended. Each of the movable pieces bears a suitable indicia on its face, each set thereof comprising three pieces of one identification, three pieces of a second identification and two pieces of a third identification. Thus, the set of red colored pieces **21** (intended for play with the board of Figure 1) are shown in Figure 4 as consisting of three pieces numbered "1," three

pieces numbered "2" and two pieces numbered "3." The green colored movable pieces 21 of the set intended for play with the board of Figure 2 are similarly numbered, as are the pieces of each differently colored set thereof.

It is to be understood, of course, that the indicia on the playing pieces or checkers 21 may be of any desired form other than the numerals as indicated. For example, the indicia may be in the form of letters of the alphabet or they may be pictorial or geometric designs. While it is preferred that all pieces of a given set be identically colored to correspond with the color of the board on which they are to be played, this is not essential, and if desired, the pieces may be all of the same neutral color. Also, instead of providing that each set of eight playing pieces consists of three pieces bearing one designation, three pieces bearing a second designation and two pieces bearing a third designation, other combinations may be employed without departing from the principles of this invention, as, for example, four pieces of one designation, two pieces of a second designation and two pieces of a third.

In addition to the individual playing boards and their movable pieces, the game of the present invention includes as a component part thereof a set of playing cards divided into groups as illustrated in Figures 6, 7 and 8. The group of cards shown in Figure 6 are colored or color-designated to correspond with the color of a given board in play, while those of Figures 7 and 8 are respectively differently colored to correspond with the colors of the other boards in play. Also, each group of cards of similar color or color-designation consists of a total of twelve cards equally divided into sub-groups of four cards each bearing indicia corresponding to that of the movable pieces of a given set. Thus, in the case of the group of cards shown in Figure 6, the first four of them each carry the identifying numeral "1," the second four each carry the identifying numeral "2" and the third four each carry the identifying numeral "3."

The cards of Figure 6 are "green" cards intended to implement play of the green checkers (Figure 5) on the green board of Figure 2. The cards of Figures 7 and 8 correspond in all respects to those of Figure 6 except that those of Figure 7 are "red" cards intended to implement play of the red checkers (Figure 4) on the red board of Figure 1, while those of Figure 8 are "brown" cards intended to implement play of the brown checkers on the brown board of Figure 3.

It will be understood, of course, that as many different groups of twelve cards each will be employed as there are playing boards in play, and that the several groups of cards will be differently colored or color-designated to correspond respectively with the different colors of the several boards in play during the course of any game.

As has been indicated hereinbefore, the present game may be played by two or more players, each of whom is provided with one of the playing boards and a corresponding set of the movable playing pieces or checkers. If there are only two players, then the deck of cards consists of two of the groups of twelve cards each as hereinbefore described, an additional group of twelve cards being included in the deck for each additional board placed in play. Of course, the groups of cards which make up the playing deck for a given game will be of such colors or color-designations as correspond with the colors of the boards in play.

As a preliminary to commencement of play, the cards of the deck made up as just described are shuffled by one of the players and then placed on the table face down, at the same time the several players in the game arrange their movable pieces on the two bottom rows of their respective boards, as shown, for example, in Figure 1. Each player may dispose his eight movable pieces on the colored squares of the two starting rows in any manner that he may judge to be the most desirable, as will appear upon comparing the initial disposition of the playing pieces on the board of Figure 1 with that of the playing pieces on the board of Figure 2.

In playing this game, a player's objective is to be the first to dispose four of his movable pieces or checkers in the colored squares of the top-most row of the board. In playing the game, all of the movable pieces may be moved only in a single direction, which is toward the top-most or winning row of the board. Further, as in the game of checkers, each movable piece can only be moved diagonally on the board from one colored space to the next adjoining colored space when the latter is unoccupied by a token. Also as in checkers, a token may be moved so as to jump over another token provided that the space in which it lands upon making the jump is unoccupied. If desired, the rules of the game may provide that a token which thus jumps another token on the board is entitled to advance to any unoccupied colored square just beyond that on which it landed on making the jump, this additional move being in the nature of a bonus which the player may elect to accept or refuse, as he may desire. Whenever possible, a player must move one of his pieces when called upon to do so by the draw of the card from the deck.

In playing the game, any one of the players may be selected as the dealer and to start the game, the dealer exposes the uppermost card of the deck and calls off what it is, as for example, "red—number one." Upon the calling of such card, the holder of the red board is entitled to move any one of his checkers bearing the numeral 1. Having made this move, the second card is drawn from the top of the deck by the dealer who again calls out its designation, as for example, "green—number two." In such case, the holder of the green card moves any one of his checkers numbered 2 in accordance with the rules of the game. Play is continued in this manner until one of the players first disposes four of his checkers in the top-most or winner's row, designated in the boards of Figures 1, 2 and 3 as "Checkero." As in the game of checkers, no playing piece or token may be moved into a space already occupied by another token, in consequence of which a player may find himself unable to move any of his pieces upon the calling of a card drawn for his turn of play. In such case, the player so unable to move must remain in "status quo" until his turn again comes for a possible move in accordance with the draw of the cards. Each card of the deck as it is drawn from the top thereof is placed face down at the bottom of the deck so that there is a full deck of cards in operation during the entire play of the game.

As a variation of the game, it may have as additional objectives the filling of the second row marked "Next" and the third row "Last." In such case, points may be awarded to the player who first completes "Checkero," as well as to the players who first complete the rows marked "Next" and "Last," the greatest number of points being awarded to the player who first completes

"Checkero" and the least to the player who first completes the "Last" row. Even though the holder of a particular board may be the first to complete either the "Next" or "Last" row, the game continues in play until a player completes "Checkero." The completion of "Checkero" ends the game whether or not either of the "Next" or "Last" rows is completed by any player.

While the game includes an element of chance by reason of the draw of the card from the deck, it yet involves a great deal of skill and judgment in the playing thereof due to the fact that judgment is required on the part of the player in the selection of a particular token, the number or indicia of which has been called for a move. Also, judgment on the part of the player is required in his initial disposition of his tokens across the two starting rows of his playing board, it being advantageous, for example, to so initially arrange the tokens prior to commencement of play that at least one of each indicia is located in the bottom or starting row. By so doing, the player insures that upon the call of his color, he may jump-move one of his tokens from the bottom or starting row of his board and so place himself in position to accept, if he so desires, the bonus of an additional move which is provided for each jumping checker.

In the form of the game as illustrated in the accompanying drawings, the several playing boards are differentiated from one another by the fact that their playing squares are respectively of different color. In such form of the game, each set of movable tokens for use with a particular board may be colored in correspondence with the distinguishing color of the board with which they are associated, or, if desired, all of the tokens playable on the several boards may be of the same neutral color. However, where the tokens are divided into sets of distinctively different color, shape or design, the several boards on which said sets of tokens are respectively playable need not be of different colors, but instead, in such case, all of the boards may be of identical color, the play of a particular token upon its board being determined by the draw of a card to indicate the particular token which is to be moved on a board. Thus, where the sets of tokens differ from one another by their color, the dealer would simply call off the card drawn as "red—number one," to indicate that the player with the red tokens was entitled to move one of his "number one" tokens on his board, while if the token sets are distinguished by difference in their shape or design, the cards would be correspondingly printed to indicate the distinguishing shape or design of the token to be played, as, for example, "square token —number one" or "round token—number two."

It will be understood, of course, that the relative arrangement and design of the several component elements of the game may be varied from time to time without departing from the general principles or real spirit of the present invention, and it is accordingly intended to claim the invention broadly as well as specifically as indicated by the appended claim.

What is claimed as new and useful is:

In a competitive game of the character described adapted to be played by two or more players, a plurality of playing boards corresponding in number to the number of players participating in the game, all of said boards being identically divided into a plurality of playing squares alternating with non-playing squares, the playing squares of any one board being of a color distinctively different from those of the other boards, a plurality of movable pieces adapted for play upon each board, said movable pieces being always equal in number during the entire play of the game and being individually marked with indicia dividing them into groups and a deck of cards divided into sets each consisting of a plurality of identical cards, the number of said sets of identical cards being equal to the number of boards in play multiplied by the number of differently marked groups of playing pieces movable on each board, said sets of identical cards being arranged in groups which distinguish from one another by indicia corresponding to those of the differently marked groups of playing pieces and by color corresponding to those of the differently colored playing squares, said cards being thereby adapted to simultaneously select the board upon which a playing piece is to be moved and the particular group of playing pieces, one of which is to be moved on said selected board.

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