Sept. 15, 1925. 1,554,094

H. L. HUFF ET AL

PROGRESSIVE GAME OF CHECKERS

Filed Oct. 20, 1924

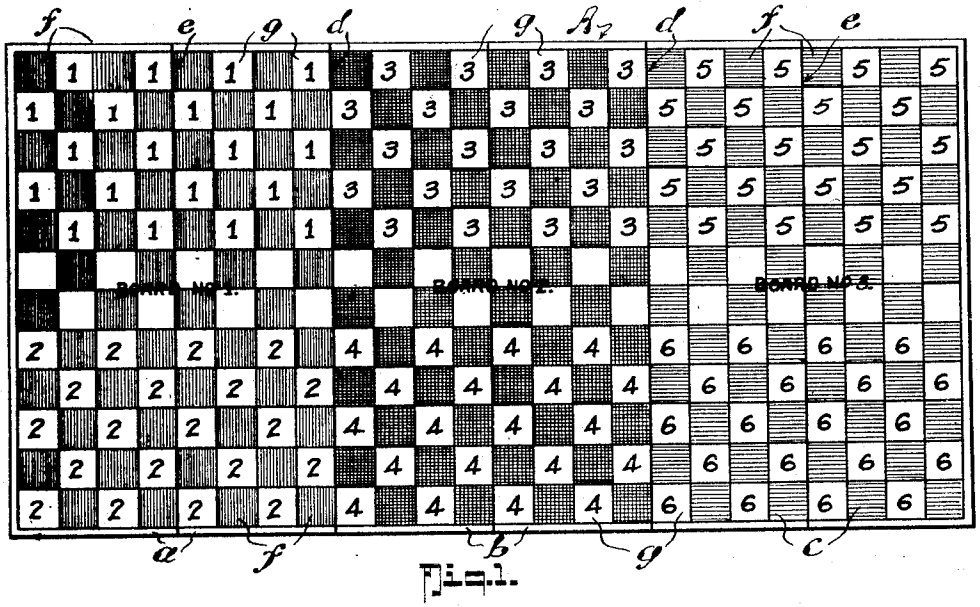


Fig. 1.

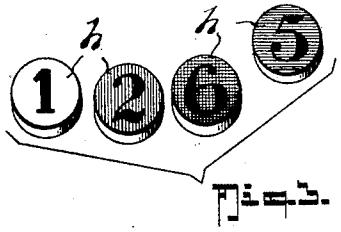


Fig. 3.

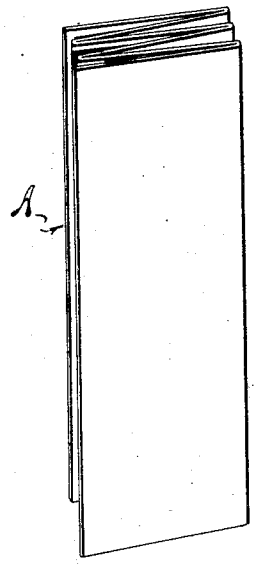
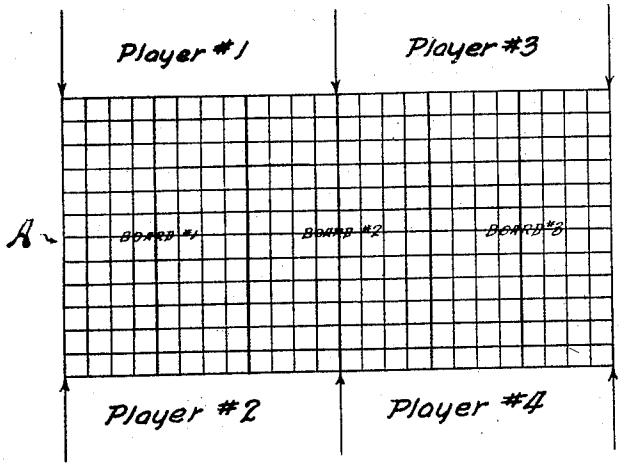


Fig. 2.

Fig. 4.



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UNITED STATES PATENT OFFICE.

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PROGRESSIVE GAME OF CHECKERS.

Application filed October 20, 1924. Serial No. 744,771.

To all whom it may concern:

Be it known that we, HARRY L. HUFF, a citizen of the United States, residing at Jeffersonville, in the county of Clark and State of Indiana, and JACOB C. TURK, a citizen of the United States, residing at Louisville, in the county of Jefferson and State of Kentucky, have invented certain new and useful Improvements in Progressive Games of Checkers, of which the following is a specification.

The present invention relates to the art of games of the checkers type and it especially has for its object to provide a game and game apparatus of such character that two, four or six persons may play at the same time on one game board unit; to provide a game of such character that the various jumps have definite values depending on which player's section of the board the jump is made by a player piece from another player's section.

Another object is to provide a game board composed of an odd number of distinct sub-units or sections, each having rows of squares of play and blank spaces, the play squares of one section or sub-unit being distinctively colored from those of the other sub-units, the first five rows of play squares from each end of the sub-unit being numbered to correspond with like numbers on the player pieces as will hereinafter be more fully apparent.

More specifically the invention also resides in those novel features of construction, those novel combinations, plays and arrangements which will be hereinafter described and pointed out in the appended claims, reference being had to the accompanying drawing:—

Figure 1 is a plan view of the game board.

Figure 2 is a perspective view showing the manner of folding the same out of use.

Figure 3 is a perspective view of one of each of the numbered colored player pieces.

Figure 4 is a diagrammatic view of the board set for four players.

In the drawing in which like letters of reference indicate like parts in all the figures A is the board which is divided into three sub-units or sections *a*, *b* and *c* hinged together at *d* to be foldable and each sub-unit or section is again divided and hinged together as at *e* for folding purposes (see Figure 2).

The several sub-units *a*, *b* and *c* are inscribed as "Board No. 1," "Board No. 2" and "Board No. 3" as so indicated in Figure 1 of the drawing, and each is composed of twelve rows of eight squares *f* and *g*, the squares *f* being distinctively colored and the remaining squares *g*, except those in the two central rows, are numbered 1 and 2, 3 and 4, 5 and 6, as the case may be (see Figure 1). Thus "Board No. 1" will have the numbered squares 1 and 2, "Board No. 2" will have the squares numbered 3 and 4 and "Board No. 3" will have the squares numbered 5 and 6 respectively.

There are one hundred and twenty player pieces *h* provided, twenty of which are numbered 1, twenty are numbered 2, twenty are numbered 3, twenty are numbered 4, twenty are numbered 5 and twenty are numbered 6 to cooperate with the similarly numbered parts of the board.

All of the player pieces numbered 1 and ten of those numbered 3 are given one and the same distinctive color, say for example white; all those numbered 2 and ten of those numbered 4 are given another distinctive color, say red for example; all those numbered 5 and ten of those numbered 3 are given a third distinctive color, say blue for example; while the remaining twenty and the remaining ten numbered 4 are given another distinctive color, say black for example.

Rules of the game.

The game is played as follows:—

If two persons are playing each player uses sixty checkers or player pieces. Player No. 1 has checkers numbered 1, 3 and 5 and player No. 2 uses the checkers numbered 2, 4 and 6. Each player plays from one full side of the board, i. e., player No. 1 uses "boards 1, 2 and 3" odd numbered side, while player No. 2 uses the even numbered side thereof.

The moves (advances, jumps, etc.) are made according to the usual rule of the game of checkers and the kings are obtained in the usual way when a player from one side of the board gets his piece into the king row on the opposite side of the board. The value of the "jumps," however, varies accordingly as the jump is made by a piece on its own sub-unit or "board" or on that of a neighboring sub-unit or "board."

When two are at play player No. 1 moves

first and he can move any of the pieces #1, 3 and 5 to take any of the pieces #2, 4 and 6 on any board; player No. 2 moves second and he can move any piece #2, 4 and 6 and take any piece #1, 3 and 5 on any board.

When four are at play player No. 1 moves first and he can move any piece #1 white or #3 white on any board and take any piece #2 red, 4 red, 4 black or 6 black on any board; player No. 2 moves second and he can move any #2 red or 4 red piece to take any #1 white, any #3 white, 5 blue or any #3 blue on any board; player No. 3 moves third and he can move any #3 blue or #5 blue player piece to take any #2 red, any #4 red, any #4 black or 6 black on any board; player No. 4 moves last and he can move any player piece #4 black, or 6 black and take any piece #1 white, 3 white, 3 blue and 5 blue on any board.

When six are playing No. 1 moves first and he can move any #1 white to take any #2, 4 or 6 on any board; player No. 2 moves second and he can move any #2 red to take any piece #1, 3 or 5 on any board; player No. 3 moves third and he can move any #3 white, or #3 blue piece to take any piece #2, 4 or 6 on any board; player No. 4 moves fourth and he can move any #4 black, or #4 red piece to take any piece #1, 3 and 5 on any board; player No. 5 moves next and he can play any piece #5 blue to take any piece #2, 4 or 6 on any board; player No. 6 plays next and he can play any piece #6 black to take any piece #1, 3 or 5 on any board.

The values of the various moves are as follows:

If piece #1 takes either piece #2, 4 or 6 on board No. 1 it counts five.

If piece #1 takes either piece #2, 4 or 6 on board No. 2 it counts ten.

If piece #1 takes either piece #2, 4 or 6 on board No. 3 it counts fifteen.

If piece #1 takes king #2, 4 or 6 on board No. 1 it counts ten.

If piece #1 takes king #2, 4 or 6 on board No. 2 it counts ten.

If piece #1 takes either king #2, 4 or 6 on board No. 3 it counts fifteen.

If piece #2 takes either piece #1, 3 or 5 on board No. 1 it counts five.

If piece #2 takes either piece #1, 3 or 5 on board No. 2 it counts ten.

If piece #2 takes either piece #1, 3 or 5 on board No. 3 it counts fifteen.

If piece #2 takes king #1, 3 or 5 on board No. 1 it counts ten.

If piece #2 takes either king #3, 1 or 5 on board No. 2 it counts ten.

If piece #2 takes either king 1, 3 or 5 on board No. 3 it counts fifteen.

If piece #3 takes either piece #2, 4 or 6 on either board No. 1, 2 or 3 it counts five.

If piece #3 takes king #2, 4 or 6 on either board No. 1, 2 or 3 it counts ten.

If piece #4 takes either piece #1, 3 or 5 on either board No. 1, 2 or 3 it counts five.

If piece #4 takes either king #1, 3 or 5 on either board No. 1, 2 or 3 it counts ten.

If piece #5 takes either piece #2, 4 or 6 on board No. 3 it counts five.

If piece #5 takes either piece #2, 4 or 6 on board No. 2 it counts ten.

If piece #5 takes either piece #2, 4 or 6 on board No. 1 it counts fifteen.

If piece #5 takes either king #2, 4 or 6 on board No. 3 it counts ten.

If piece #5 takes either king #2, 4 or 6 on board No. 2 it counts ten.

If piece #5 takes either king #2, 4 or 6 on board No. 1 it counts fifteen.

If piece #6 takes either piece #1, 3 or 5 on board No. 3 it counts five.

If piece #6 takes either piece #1, 3 or 5 on board No. 2 it counts ten.

If piece #6 takes either piece #1, 3 or 5 on board No. 1 it counts fifteen.

If piece #6 takes either king #1, 3 or 5 on board No. 3 it counts ten, on board No. 2 it counts ten and on board No. 1 it counts fifteen.

If king #1 takes king #2 on board No. 1 it counts ten.

If king #1 takes king #2 on board No. 2 it counts fifteen.

If king #1 takes king #2 on board No. 3 it counts twenty.

If king #1 takes king #4 on board No. 1 it counts ten.

If king #1 takes king #4 on board No. 2 it counts ten.

If king #1 takes king #4 on board No. 3 it counts fifteen.

If king 1# takes king #6 on board No. 1 it counts ten.

If king #1 takes king #6 on board No. 2 it counts ten.

If king #1 takes king #6 on board No. 3 it counts fifteen.

If king #2 takes king #1 on board No. 1 it counts ten.

If king #2 takes king #1 on board No. 2 it counts fifteen.

If king #2 takes king #1 on board No. 3 it counts twenty.

If king #2 takes king #3 on board No. 1 it counts ten.

If king #2 takes king #3 on board No. 2 it counts ten.

If king #2 takes king #3 on board No. 3 it counts fifteen.

If king #2 takes king #5 on board No. 1 it counts ten.

If king #2 takes king #5 on board No. 2 it counts ten.

If king #2 takes king #5 on board No. 3 it counts fifteen.

If king #3 takes king #2 on board No. 1 it counts ten.
If king #3 takes king #2 on board No. 2 it counts ten.
If king #3 takes king #2 on board No. 3 it counts ten.
If king #3 takes king #4 on board No. 1 it counts ten.
If king #3 takes king #4 on board No. 2 it counts ten.
If king #3 takes king #4 on board No. 3 it counts ten.
If king #3 takes king #6 on board No. 1 it counts ten.
If king #3 takes king #6 on board No. 2 it counts ten.
If king #3 takes king #6 on board No. 3 it counts ten.
If king #4 takes king #1 on board No. 1 it counts ten.
If king #4 takes king #1 on board No. 2 it counts ten.
If king #4 takes king #1 on board No. 3 it counts ten.
If king #4 takes king #3 on board No. 1 it counts ten.
If king #4 takes king #3 on board No. 2 it counts ten.
If king #4 takes king #3 on board No. 3 it counts ten.
If king #4 takes king #5 on board No. 1 it counts ten.
If king #4 takes king #5 on board No. 2 it counts ten.
If king #4 takes king #5 on board No. 3 it counts ten.
If king #5 takes king #2 on board No. 1 it counts fifteen.
If king #5 takes king #2 on board No. 2 it counts ten.
If king #5 takes king #2 on board No. 3 it counts ten.
If king #5 takes king #4 on board No. 1 it counts fifteen.
If king #5 takes king #4 on board No. 2 it counts ten.
If king #5 takes king #4 on board No. 3 it counts ten.
If king #5 takes king #6 on board No. 1 it counts twenty.
If king #5 takes king #6 on board No. 2 it counts fifteen.
If king #5 takes king #6 on board No. 3 it counts ten.
If king #6 takes king #1 on board No. 1 it counts fifteen.
If king #6 takes king #1 on board No. 2 it counts ten.
If king #6 takes king #1 on board No. 3 it counts ten.
If king #6 takes king #3 on board No. 1 it counts fifteen.
If king #6 takes king #3 on board No. 2 it counts ten.
If king #6 takes king #3 on board No. 3 it counts ten.
If king #6 takes king #5 on board No. 1 it counts twenty.
If king #6 takes king #5 on board No. 2 it counts fifteen.
If king #6 takes king #5 on board No. 3 it counts ten.

In playing the game all checkers to become kings must pass across the board to the opposite side and the players should try not to block the game until some of the checkers are off of the boards, viz: about thirty off in each side.

When four are playing there will be two players at each side of the board, one of which takes one-half of the space of that side and the other the other half, see Figure 4.

When six are at play three players are arranged at each side of the board and each player at a side takes one-half of a sub-unit, that is to say, one player would take all pieces #1, another all #3 and another all #5 and so on.

The object of the game is, of course, to attain the highest number of points possible before the game is blocked.

From the foregoing description, taken in connection with the accompanying drawing, it is thought that the invention will be clear to those skilled in the art.

What we claim is:

1. In a game, a board divided into a plurality of sub-sections, each having checker squares or spaces, those of one section being differently colored from those of the other section, each subsection having twelve rows of squares, alternate squares in each of the first five rows from each side of the board being numbered, one set with odd numbers and one set with even numbers, player pieces associated with the board, there being a total number of player pieces equal to the total number of numbered squares on the board, said player pieces being numbered to correspond with the numbers of the squares.

2. In a game, a board divided into a plurality of sub-sections, each having checker squares or spaces, those of one section being differently colored from those of the other section, each sub-section having twelve rows of squares, alternate squares in each of the first five rows from each side of the board being numbered, one set with odd numbers and one set with even numbers, player pieces associated with the board, there being a total number of player pieces equal to the total number of numbered squares on the board, said player pieces being numbered to correspond with the numbers of the squares, the player pieces associated with the end sub-sections of the board be-

ing colored in two sets, those bearing the odd numbers have one color and those bearing the even numbers have another distinct color, the colors of the players for the end sections being different, one set from another.

3. In a game, a board divided into a plurality of sub-sections, each having checker squares or spaces, those of one section being differently colored from those of the other section, each sub-section having twelve rows of squares, alternate squares in each of the first five rows from each side of the board being numbered, one set with odd numbers and one set with even numbers, player pieces associated with the board, there being a total number of player pieces equal to the total number of numbered squares on the board, said player pieces being numbered to correspond with the numbers of the squares, the player pieces associated with the end sub-sections of the board being colored in two sets, those bearing the odd numbers have one color and those bearing the even numbers have another distinct color, the colors of the players for the end sections being different, one set from another, the player pieces associated with the central section being in four colors, one-half of those bearing odd numbers being colored to correspond with the color of the end board adjacent and the other half being colored to correspond with the color of the player pieces of the end board adjacent thereto, and the even numbered player pieces being similarly colored, substantially as specified.

4. In a game, a checker board divided into three sub-sections or boards hinged together to be folded up, each sub-unit itself being divided into two parts hinged together for folding purposes, each sub-section or board having two sets of numbered squares, one bearing even numbers and the other bearing odd numbers, all alternate squares of a sub-section being colored the same distinct color differing from those of the sub-sections or boards, and a set of player pieces numbered to correspond with the numbered squares of the entire board.

5. In a game, a checker board divided into three sub-sections or boards hinged together to be folded up, each sub-unit itself being divided into two parts hinged together for folding purposes, each sub-section or board having two sets of numbered squares, one bearing even numbers and the other bearing odd numbers, all alternate squares of a sub-section being colored the same distinct color differing from those of the other sub-sections or boards, and a set of player pieces numbered to correspond with the numbered squares of the entire board, those player pieces which are numbered for the sub-section of the board at one side and bearing odd numbers all having one and the same distinct color and those bearing even numbers all having another distinct color, the player pieces which are numbered for the sub-section of the board at the other side having odd numbers being all colored a third distinct color, and those having even numbers being all colored a fourth distinct color while the player pieces corresponding to the central sub-section or board are divided into four groups, one consisting of one-half of the odd numbers and being colored to correspond with the coloring of the player pieces on the end sub-section adjacent thereto, the other one-half of the odd numbers being colored to correspond with the coloring of the player pieces of the end sub-section adjacent thereto, one-half the even numbered player pieces being colored to correspond with the coloring of the even numbered player pieces of the sub-section adjacent thereto, and the other half of the even numbered player pieces being colored to correspond with the color of the player pieces on the end sub-section adjacent thereto, substantially as shown and for the purposes specified.

6. A game wherein is provided a board divided into a plurality of sub-sections, each consisting of a checker board, each checker board having a set of squares bearing odd numbers and a set bearing even numbers, a set of checker player pieces equal in number to the total number of numbered squares and themselves bearing corresponding numbers, said game consisting in playing said pieces according to the rules of the ordinary game of checkers, the values of the jumps being reckoned according to whether the jumps take place on the sub-section of the board bearing the player piece's number or on an adjacent sub-section substantially as shown and described.

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