Nov. 20, 1923 1,474,504

J. B. ALLEN

GAME

Filed March 14, 1922

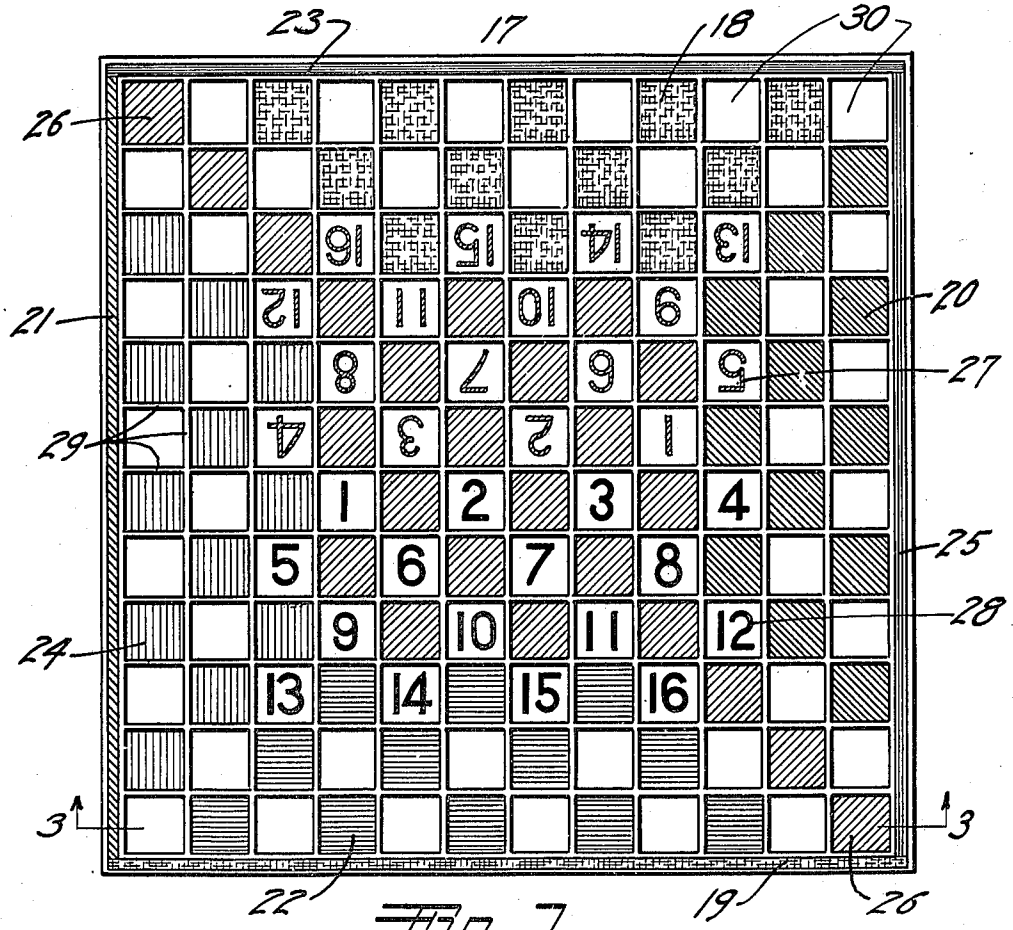


Fig 1



Fig 2



Fig 3

INVENTOR.
JAMES B. ALLEN.
BY
ATTORNEY.

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UNITED STATES PATENT OFFICE.

JAMES B. ALLEN, OF DENVER, COLORADO.

GAME.

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To all whom it may concern:

Be it known that I, JAMES B. ALLEN, a citizen of the United States of America, residing at Denver, in the county of Denver and State of Colorado, have invented certain new and useful Improvements in Games, of which the following is a specification.

The invention relates to games of the type having counters which are adapted to be moved upon a series of spaces, marked upon a game-board, by the players in their turn, similar to the ordinary and well known game of "checkers"; and has for its primary object the provision of a game of this character which may be played by four people simultaneously, if desired, instead of the customary two players.

A further object of the invention is to provide a game board which may be used without change either for the ordinary game of two handed checkers or for a game of my new four handed checkers or for a game which differs from both the other two in that it has a numerical score.

A still further object is to provide a game-board marked off in a series of spaces, each space having a raised border for the purpose of preventing the counters from being accidentally dislodged from their proper spaces.

With these and other objects in view the invention will now be described in detail, reference being had to the accompanying drawing which forms a part hereof. Corresponding and like parts are referred to in the following specification and in all views of the accompanying drawing by the same reference characters.

In the drawing:

Figure 1 is a plan view of the improved game-board.

Fig. 2 is a plan view showing one of each set of counters used with the game board.

Fig. 3 is a cross sectional view, taken on the line 3—3, Fig. 1.

Let the numeral 17 designate the game-board in its entirety upon which is printed or impressed a series of spaces. In the board shown there are one hundred and forty four square spaces—twelve squares high and twelve squares wide.

Each alternate square is designated by a color, the arrangement of which will be later described, while the intervening squares, designated on the drawing by the numeral 30, are either left colorless as indicated in the drawing or given some uniform ground color such as gray.

The color arrangement is as follows. A series of twelve squares, three tiers deep, at one side of the board is indicated in a certain color, as shown ruled for yellow at 18 in the drawing. On the opposite edge of the board a band of similar color 19 is formed. A similar series of twelve squares is marked in a contrasting color at each of the remaining sides of the board as is shown at 20, 22 and 24, ruled for green, blue and red respectively. On the opposite side of the board from each of these series of twelve is a band of color similar to that of the series as shown at 21, 23 and 25 respectively. The remaining alternating color squares are indicated by a still different contrasting color, as shown at 26, which is ruled on the drawing for purple.

This makes a total of five different colors not including a color which may be assigned to the intervening spaces 30. The above described color arrangement is used for playing four handed as will be later described.

The thirty-two most centrally located of the intervening spaces 30, each contain a number. These numbers are divided into two series, each numbered from one to sixteen inclusive and the two series are printed in contrasting colors as is shown at 27 and 28 on the drawing. Each series is faced towards the nearest player.

Forty-eight game counters are used on the board when playing four handed, and are divided into four different colored sets of twelve each, corresponding in color to the four series of twelve squares at each side of the board. In Fig. 2 one counter of each set is shown—counter 18′ corresponding in color to series 18, counter 20′ to series 20, counter 22′ to series 22 and counter 24′ to series 24.

Having thus described the game apparatus the various methods of playing will now be outlined.

First the four handed game. The players each take a set of counters, corresponding in color to the series of spaces on their side of the board, and place these counters on the said series. Each now moves in his turn as in the usual game of checkers, which is believed to be too well known to need description here, toward the band colored similarly to his counters on the opposite side of the

board. He may "jump" and remove any of the counters of his three adversaries that may properly come in his path. After reaching the opposite side of the board, along the band of his color, his counters become "kings" and can move in any direction. All moves must be made on the alternate colored spaces and never on the intervening spaces 30. The last player to have counters on the board wins the game.

Ordinary or two-handed checkers may be played by just using two sets of counters and playing only on those squares of the board containing numbers. For instance, the checkers would be set up in starting on the squares numbered from 5 to 16 inclusive and the playing continued as usual, using the numbers to indicate the proper squares to play on only.

A third game, which differs from the two above described in that it has a numerical score, may be played on the numbered squares. It is two-handed game and is played similar to the two handed checker game except that the players add as their score the numbers of the squares in their adversary's territory which are passed over or occupied by their counters in their advance to the "king row." It may be played so that the owner of a counter which is "jumped" and removed from the board loses from his score an amount equal to the number of the square upon which the "jumped" counter was standing.

The latter game is very amusing and instructive for children as it teaches addition and subtraction and the use of figures.

The drawing shows a distinctive form of board which may be used in connection with the game. This form is more particularly indicated in Fig. 3. The squares of the board are impressed below the general surface thereof leaving raised divisions 29 between each square. This assists in placing the counters upon the squares and also acts to prevent the accidental dislodgment of the counters. This form of board is believed to be new and novel.

While certain specific colors have been shown and described it is understood that these colors may be changed and varied without departing from the spirit of the invention.

Having thus described the invention, what is claimed and desired to be secured by Letters Patent is:—

1. A game-apparatus comprising a square board divided into 144 equal squares and 48 playing counters, divided by color into four sets of 12 each; said board having four series of 12 alternating squares each, coinciding in color with the four sets of counters, one of said series being placed adjacent to each of the four sides of said board, the balance of the alternating squares being indicated in a fifth contrasting color.

2. A game-apparatus comprising a four sided game-board divided into a plurality of spaces and playing counters divided by color into four opposing sets, said board having a series of alternating spaces at each of the sides thereof corresponding in number and color to the four sets of counters, and a band of color surrounding the entire board, the color of the band at each side of said board coinciding in color with that of the series of alternating spaces at the opposite side of said board.

In testimony whereof I affix my signature.

JAMES B. ALLEN.