

Oct. 28, 1930.

G. S. PARKER

1,780,038

GAME

Filed Jan. 28, 1930

3 Sheets-Sheet 1

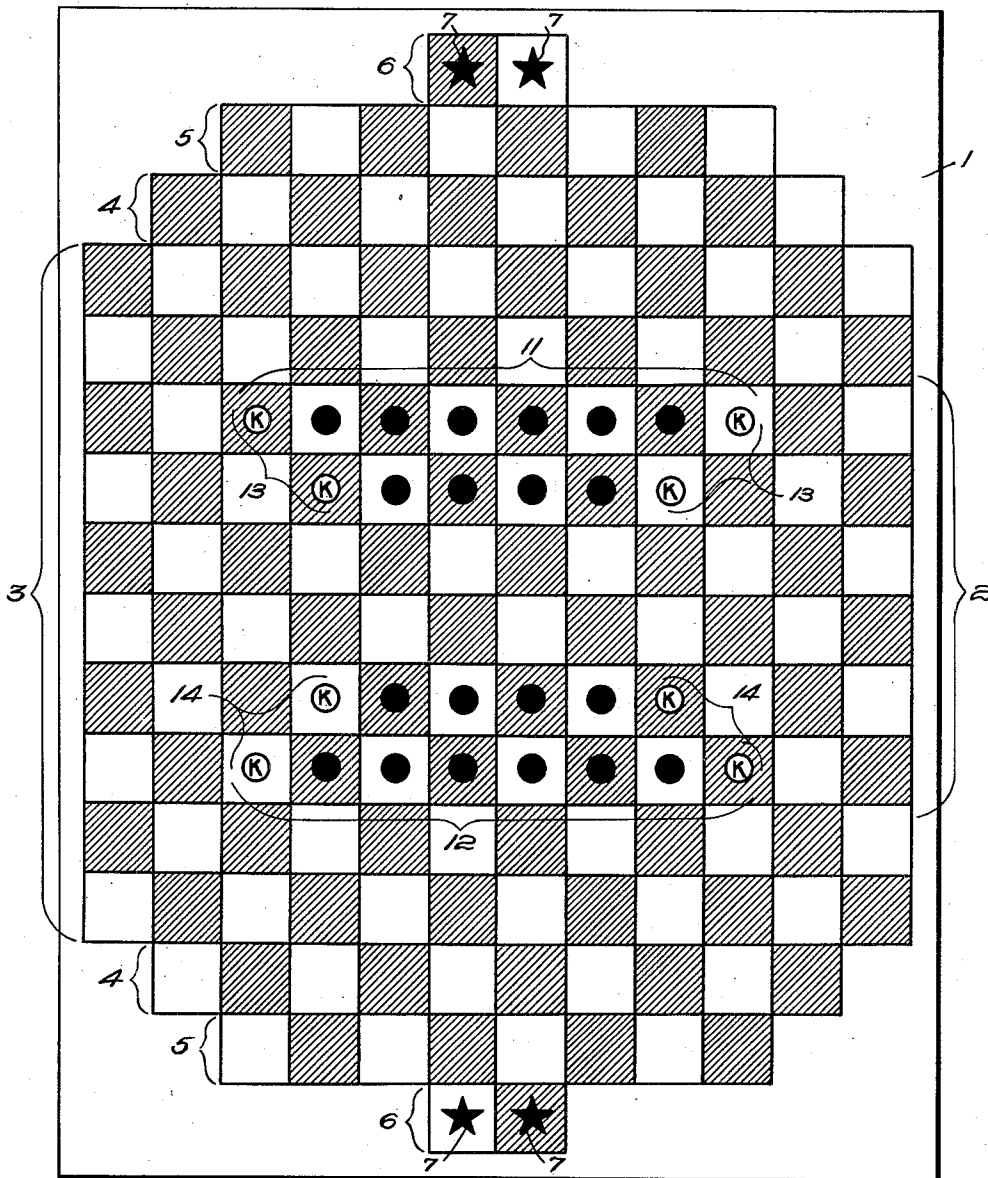


Fig. 1.

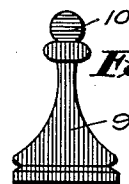


Fig. 1b

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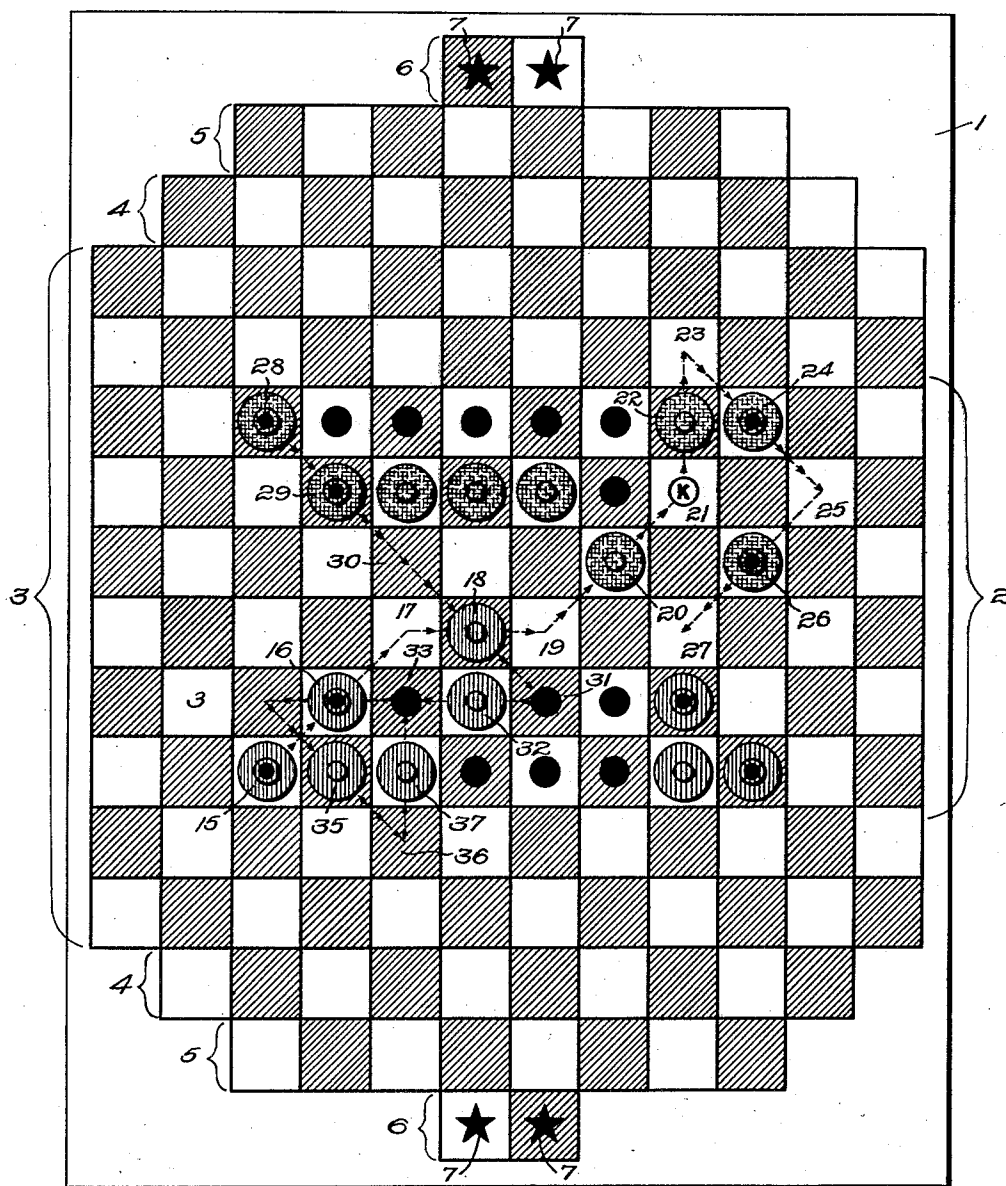
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3 Sheets-Sheet 3

Fig. 3.



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UNITED STATES PATENT OFFICE

GEORGE S. PARKER, OF SALEM, MASSACHUSETTS

GAME

Application filed January 28, 1930. Serial No. 424,005.

This invention relates to games of the general type of chess and checkers, in so far as it is a game of skill played by two persons upon a marked board with pieces adapted to be moved in accordance with certain fixed rules. The game of this invention is the result of many years' experience in the production and manufacture and study of games. My object in making the present invention has been to produce a game representing a freedom of action based on a simplicity not presented in chess and affording a new type of problems for adult and bright minded young people. A further object of the invention has been the production of a game that represents in its effect the freedom of the hand to hand encounter of medieval armies with ability to advance, retract, move sideways or diagonally in any direction. Unlike any other game known to me, the contesting forces are arranged in the center of the field, in the disclosed embodiment of the invention far in advance of each of the fortresses which they respectively defend, with troops consisting of knights and men, whose basic characteristics in play actually present those of medieval combatants.

In order that the principle of the invention may be readily understood I have illustrated the preferred embodiment of the invention and shall describe the same with particularity and explain the different moves of the pieces and the object of the game, and will make clear by reference to suitable figures of the drawings the great opportunity for surprising moves and combinations whereby the game may be won.

Referring to the drawings:

Fig. 1 is a plan view of the board and the preferred markings thereon;

Fig. 1^a is a side elevation of one of the pieces of the lower order;

Fig. 1^b is a similar view of one of the pieces of the higher order or power;

Fig. 2 is a view similar to Fig. 1 but representing the pieces in position for beginning the game; and

Fig. 3 is a view similar to Figs. 1 and 2 but representing a game that has been partly played.

In the ensuing description I shall employ specific terms, but it is to be understood that numerous changes may be made both in the board and the markings thereof and in the pieces, within the scope of my invention.

The board is indicated generally at 1. It may be formed of any suitable material, and may be a folding board such as commonly used in chess or checkers or it may be a non-folding board. The board is marked into a relatively large number of areas, which for convenience I shall refer to as squares, although it is to be understood that the term "squares" is one of broad description and includes any suitable areas whether they be square, circular or of other desired form or size. In the disclosed construction of board I have represented a number of squares 2 of two contrasting colors in alternation, as in chess or checkers. The total number of squares in the present embodiment of my invention is 160. Not only is the number of squares or areas greater than in chess or checkers, but there is a certain symmetrical irregularity in the arrangement of certain marginal squares or areas. What may be referred to as the central portion 3 of the board (considered lengthwise) consists of ten transverse rows of twelve squares each; the said rows are supplemented at each end by one row 4 of ten squares and one row 5 of eight squares and a single short row 6 of two squares only, preferably at midlength of the board. The said rows 4 and 5 are symmetrically positioned so as to furnish a stepped formation and the short rows 6 of two squares each, constitutes the two "goals" to occupy which with two pieces from the opposite side of the board is the object of the game (or as an alternative the capture of all the opposing pieces).

Desirably the two "goals" are marked with some suitable designation such as stars. Any other suitable marking such as fleur-de-lis or a castle or other attractive marking may be employed. Preferably the same markings are provided for the opposing "goals," though my invention is not limited in this respect.

The game differs markedly from chess or checkers in that the pieces do not commence

their movements from the end rows of the board, but are at the outset positioned upon indicated squares represented in Fig. 1. A very important object of the invention is to provide for and simulate in play the open battlefields of the times of knighthood and chivalry in which the opposing forces engaged in hand to hand combat, advancing or retiring as the fortunes of war changed, with individual combats occurring throughout the field. Just as in medieval times when the opposing armies were made up of yeomen or foot soldiers and mounted knights who, being mounted, were capable of making fierce charges into the opposing ranks and riding down or capturing the footmen of the other army, so I provide a number of pieces of a low order such as indicated at 8 in Fig. 1^a and which for convenience of description I shall refer to as "men" and another set of pieces 9, shown in Fig. 1^b, of a high order, and which for convenience of description I shall refer to as "knights." The "men" correspond in some respects to pawns, of chess, but have other powers, as will appear.

The number of men and the number of knights may, of course, be widely varied within the scope of my invention. Furthermore pieces of additional or minor power may be introduced within the scope of my invention, such as a king for each of the opposing sides, or serfs, or pawns, without in any way departing from the spirit of the invention. I prefer, however, not to employ pieces of other powers than those herein illustrated, because it complicates the game and detracts from the simplicity thereof, which is a characteristic of the present invention.

In the disclosed embodiment thereof I have represented ten men and four knights on each side, and have contrasted the knights with the men by providing the former with a projection or head such as 10 and which desirably is of a color contrasting with that of the knight. For example, the men and the knights on one side may be colored red, the heads of the red knights being colored blue and the men and knights on the other side may be colored yellow, the yellow knights having blue heads. The two forces are formed in opposing battle lines, as indicated in Fig. 2, and in order that the pieces may be readily set up to commence the game, I preferably, though not necessarily, mark the board 1 with indicating dots or spots as shown at 11 and 12 in Fig. 1 and in part in Fig. 3. Desirably the four knights on each side are at the outset positioned at the flanks of the two lines of men and therefore I have as indicated at 13, 14, marked the appropriate spots with a circle and a K rather than in a solid color. It will be understood that any desired markings may be employed.

The two lines of pieces are drawn up in

battle array at any suitable distance apart but preferably with two transverse rows of squares between them. It will be observed that the opposing forces do not, in the disclosed embodiment of the invention, occupy the entire width of the field, and moreover that each force as originally positioned is well in advance of its own "goals." This prevents what might otherwise be tiresome opening moves, which would occur when the pieces are approaching each other.

An exceedingly important feature of the game are the peculiar character of the moves which are permitted.

Assuming that a piece, whether it be a man or a knight, is entirely surrounded by vacant squares, such piece may be moved one square in any direction. This move corresponds to that of the king in chess. When, however, one or more of the adjacent squares is or are occupied, the following movements are possible.

Each man, or piece of the lower order, may jump in any direction over one opposing piece whether ordinary man or knight provided there be an unoccupied square in the direct line of the jump immediately behind the piece jumped, and thereby capture that piece, which is removed from the board, and may, and in fact must, if the opposing pieces happen to be so positioned, continue the jumping in any direction, capturing the opposing pieces so jumped.

Each man, or piece of the lower order, may make what is termed a "canter" or overpass over one piece of his own side onto a vacant square next beyond the said friendly piece in direct line of the "canter" and he may continue such "canter" in a similar manner over any piece of his own side which is on a next adjacent square to the one on which he lands when making his described "canter", though he is not compelled to continue the "canter" over other possible friendly pieces. The friendly piece or pieces which is or are thus leaped over are not removed from the board, and the purpose of the "canter" is to advance the said man into a position of advantage for a further attack or to withdraw him if he is threatened or to use him to support some other piece that may be threatened, or to move a piece rapidly toward the opponent's goal.

Each knight, or piece of the high order, may make all moves possible for a "man" or piece of the low order and can either jump and thus capture an opponent's piece or pieces, or he is empowered to make (as a man cannot) what is known as a "knight's charge" which combines the canter and the jump. That is to say, any knight, or piece of the higher order, can leap over (canter over) in any direction one of his own men or over a friendly knight onto the vacant square just beyond said man or knight (and if the pieces are so

positioned he can continue this movement over other friendly pieces), and if this part of the move brings him next to an opposing piece and there is a vacant square next beyond that piece in a straight line, he jumps over and thereby captures such opposing piece, whether man or knight, and he can continue this movement so far as the disposition of the pieces permit, and he must jump and capture opposing pieces when brought into juxtaposition allowing a jump in the course of a charge. He cannot, however, make the characteristic knight's move of chess.

It is to be understood that the canter and the jump of the men, or pieces of the lower order, can be in any direction whether forward or back or sideways, and this simulates the frequent hand to hand combats of the broken battlefields of olden times. Similarly the knights, or pieces of the higher order, can make their charges first by jumping in any direction over their own men and then over one or more of the opposing men or knights, thereby capturing the same.

To illustrate the movements by two examples only, reference is made to Fig. 3 from which it will be understood that five of the men from each side have been captured. It being assumed that it is red's turn to move, red will move the knight 15 as follows: Said knight 15 will leap (canter) diagonally over the friendly knight 16, onto the vacant square 17, then will leap over the friendly man 18 laterally onto the vacant square 19, then will jump diagonally over the opposing man 20, capturing him and removing him from the board, onto the vacant square 21, then will jump forward toward the opposing goals over and capture the man 22, landing on the vacant square 23 from which he will jump diagonally backward over the opposing knight 24 landing on the vacant square 25, and then he will jump diagonally backward over the opposing knight 26 capturing him and land on the unoccupied square 27, thus ending his knight's charge.

It is now yellow's turn, and he will move his knight marked 28 at the extreme left hand side of the board in the rear line of battle. That knight 28 will leap (canter) over the friendly knight 28 landing on the unoccupied square 30 and then he will jump over and capture the red man 18 landing on the unoccupied square 31 and then will jump over and capture the red man 32 landing on the unoccupied square 33, and then jump over and capture the red knight 16, landing on the unoccupied square 34, and then jumping diagonally over and capturing the red man 35, landing on the unoccupied square 36, then jumping over and capturing the red man 37 and concluding yellow's move by again landing on the unoccupied square 33.

The goal areas 6 are represented as two in

number at each end of the board. It is to be understood that the invention is not limited to the number of goal areas or to their location, but I have found two goal areas adjoining each other, midwidth the board, at the opposite ends of the board, to be the most desired arrangement.

As stated, the object of the game is to get two pieces, whether knights or men, onto the two opposing goal spaces or areas. Even though a player finds himself approaching the end of the game with a substantially less number of pieces than his own, he can frequently prevent his opponent from getting two pieces onto his own goal areas and may eventually win the game through fortunate capture of some of his opponent's pieces, while the opponent is maneuvering to get onto the desired goal areas. The player so capturing some of his opponent's pieces may then be able to break through his opponent's remaining forces and get two of his own pieces onto the goal areas of his opponent while, of course, keeping a sufficient number of pieces near his own goal areas to prevent his opponent getting two pieces onto said goal areas.

A player cannot, however, move his own pieces onto his own goal areas for the purpose of keeping his opponent out of them, but a player can in making a jump or canter or knight's charge, land on one of his own goal areas, though he must move therefrom promptly thereafter. It is to be understood that the areas of the board, while desirably squares, may be circles or other geometrical figures, or spots connected or not by lines or the like.

While the number of squares, circles, spots or the like for play is preferably 156, for the purpose of a larger contending force, more numerous in moving pieces, the board would preferably be enlarged by an increase in the number of squares, and this would be done without departing from the spirit of my invention.

In the disclosed embodiment of the invention, the respective goals project toward the edge of the board away from the main body of the field. This is an exceedingly important feature of my invention, and I believe the same to be broadly new. The board provided, as it is, with squares, spots or other spaces allows for lateral and diagonal play as well as for forward and back movements with goal locations at either end projected toward the margin of the board away from the main body of the field.

Having thus described one illustrative embodiment of the invention, it is to be understood that although specific terms are employed, they are used in a generic and descriptive sense and not for purposes of limitation, the scope of the invention being set forth in the following claims.

Claims:

1. A game adapted to be played by two players only, comprising a board marked with playing areas arranged in transversely and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, said board at each end, outside of the end transverse row of playing areas, having two only indicated goal areas in juxtaposition side by side, arranged symmetrically of the board at each end.
2. A game adapted to be played by two players only, comprising a board marked with playing areas arranged in transversely and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, said board at each end, midwidth thereof, and adjoining the two endmost, transversely extending rows of playing areas having two indicated goal areas in lateral juxtaposition, a plurality of the transverse rows at each end of the board being anterior to the goal areas and being progressively and symmetrically shorter than the next transverse rows, and therefore capable of containing fewer playing pieces.
3. A game adapted to be played by two players only, comprising a board marked with playing areas arranged in transversely and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, a plurality of the said transverse rows at each end of the board being progressively and symmetrically shorter and therefore containing fewer playing areas, there being at each end of the board beyond and adjoining the shortest transverse row a plurality of marked goal areas.
4. A game adapted to be played by two players only, comprising a board marked with playing areas arranged in transversely and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, a plurality of the said transverse rows at each end of the board being progressively and symmetrically shorter and therefore containing fewer playing areas, at least one transverse row at each end of the board having a lesser number of playing areas than there are in those parts of the board which are of the full width, and there also being at each end of the board one or more marked goal areas longitudinally outside and adjoining the shortest transversely arranged end row.
5. A game apparatus comprising a checkered board divided into one hundred and fifty-six squares arranged in transverse rows of twelve squares, two transverse rows of ten squares each symmetrically arranged at each end of the said longer transverse rows, and two final transverse rows of eight squares each also symmetrically arranged at the two ends of the board respectively, said board at each end midwidth thereof and adjoining the two endmost transversely extending rows of playing areas having two indicated goal areas in lateral juxtaposition in combination with two contrasting sets of pieces.
6. A game apparatus comprising a checkered board divided into one hundred and fifty-six squares arranged in transverse rows of twelve squares, two transverse rows of ten squares each symmetrically arranged at each end of the said longer transverse rows, and two final transverse rows of eight squares each also symmetrically arranged at the two ends of the board respectively, said board also having two marked goal areas in adjoining side by side relationship symmetrically arranged at each end of the board, in combination with two contrasting sets of pieces.
7. A game adapted to be played by two players only, comprising a board marked with playing areas arranged in transversely and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, and two contrasting sets of playing pieces, said board at a distance of a plurality of transverse rows from each end having marks arranged transversely of the board upon playing areas, said marks being totally equal to the entire number of playing pieces, a plurality of the transverse rows of playing areas at each end being symmetrically shorter than the others, there being also two marked areas longitudinally beyond but adjoining the shortest transverse end rows and symmetrically arranged with respect thereto.
8. A game apparatus comprising a checkered board divided into at least one hundred and fifty-six squares arranged in transverse rows of at least twelve squares, two shorter transverse rows of at least ten squares, each symmetrically arranged at each end of said longer transverse rows and two final still shorter transverse rows of at least eight squares each, also symmetrically arranged at the two ends of the board respectively, the two shorter rows of each end of the board being progressively shorter than the longest transverse rows, there being at each end of the board two marked goal areas in adjoining side by side relationship symmetrically arranged; said goal areas being in addition to and located beyond the plurality of progressively shortened rows in combination with at least two contrasting sets of pieces.
9. A game adapted to be played by two players only, comprising a checkered board whose playing areas are arranged in longitudinally extending, adjoining lines, of which the two median lines are the longest, each of said two longest lines having a goal area at each end, there being at each side of said two median lines a plurality of longi-

5 tudinal lines which are of equal length with
each other, but devoid of goal areas, there
being laterally beyond said last mentioned
lines at each side of the board at least one
shorter line symmetrically positioned, in
10 combination with two contrasting sets of
playing pieces, each set being composed of
at least two kinds or types, such as "men"
and "knights", said board having at each
side thereof playing areas marked for the
15 opening placement of all the pieces, said
marked areas at each side of the board being
removed by a plurality of transverse rows
from the goal areas at that side, and being
arranged in a plurality of transverse rows
20 flanked at each end of each row by unmarked
playing areas whereby pieces of each set at
the game opening are necessarily assembled
near the middle of the board in a plurality of
rows each shorter than the playing width
of the board.

10. A game adapted to be played by two
players only, comprising a board marked
with playing areas arranged in transversely
and longitudinally extending rows, all of
said playing areas being available for the
25 resting place of any piece, said board at each
end, outside of the end transverse row of
playing areas, having two indicated goal
areas in juxtaposition side by side, said board
at a distance of a plurality of transverse
30 rows from each end having marks arranged
transversely of the board upon playing areas,
said marks being totally equal to the entire
number of playing pieces for each side and
indicating the initial position of all of said
35 pieces, said board having a plurality of the
transverse rows of playing areas at each end
symmetrically shorter than the others.

11. A game apparatus comprising a
40 checkered board divided into one hundred
and fifty-six squares arranged in transverse
rows of twelve squares, two transverse rows
of ten squares each symmetrically arranged
at each end of the said longer transverse
45 rows, and two final transverse rows of eight
squares each also symmetrically arranged at
the two ends of the board respectively, said
board also having two marked goal areas in
50 adjoining side by side relationship symmetri-
cally arranged at each end of the board, said
board at a distance of a plurality of trans-
verse rows from each end having marks ar-
ranged transversely of the board upon play-
55 ing areas, said marks being initially equal to
the entire number of playing pieces and in-
dicating the initial position of all of said
pieces, in combination with two contrasting
sets of pieces.

12. A game adapted to be played by two
60 players only, comprising a board marked
with playing areas arranged in transversely
and longitudinally extending rows, all of
said playing areas being available for the
resting place of any piece, a plurality of the

said transverse rows at each end of the board
being progressively and symmetrically shorter
and therefore containing fewer playing
areas, there being at each end of the board
beyond and adjoining the shortest row two
70 goal areas only, in side by side juxtaposition.

13. A game adapted to be played by two
players only, comprising a board marked
with playing areas arranged in transversely
and longitudinally extending rows, all of
75 said playing areas being available for the
resting place of any piece, and two contrast-
ing sets of playing pieces, said board at a
distance of a plurality of transverse rows
from each end having marks arranged trans-
80 versely of the board upon playing areas, said
marks being totally equal to the entire num-
ber of playing pieces, said board having at
each end two goal areas in side by side juxta-
position, said two goal areas at each end be-
85 ing in addition to and located beyond the
plurality of progressively shortened rows.

14. A game adapted to be played by two
players only, comprising a board marked
with playing areas arranged in transversely
and longitudinally extending rows, all of
90 said playing areas being available for the
resting place of any piece, and two contrast-
ing sets of playing pieces, said board at a
distance of a plurality of transverse rows
from each end having marks arranged trans-
95 versely of the board upon playing areas, said
marks being totally equal to the entire num-
ber of playing pieces, a plurality of the trans-
verse rows of playing areas at each end being
symmetrically and progressively shorter
100 than the others, said board having at least
one marked goal area longitudinally beyond
but adjoining the shortest transverse end row
at each end.

15. A game adapted to be played by two
105 players only comprising a board marked
with the playing areas arranged in trans-
versely and longitudinally extending rows,
in combination with two contrasting sets of
pieces each set consisting of two powers such
as knights and men, playing areas being
110 marked for the initial positions of all the
pieces wholly near the center of the board
both transversely and lengthwise thereof,
playing areas being left wholly unmarked
115 throughout at least two transverse rows be-
tween the opposing pieces in their initial po-
sitions, and also throughout at least three
transverse rows in the rear of the initial po-
120 sition of each set of pieces, and also through-
out at least one longitudinal row at each side
of the initial position of the said set of pieces,
said board having at each end two indicated,
125 symmetrically arranged, goal areas in addi-
tion to and located anterior to the said rows
of playing areas.

16. A game adapted to be played by two
players only, comprising a board marked
with playing areas arranged in transversely 130

and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, said board at each end, outside of the end transverse row of playing areas, having two only indicated goal areas in juxtaposition side by side arranged symmetrically of the board at each end in combination with two contrasting sets of playing pieces, each said set being composed of at least two powers or types of pieces, such as "knights" and "men", one only of said powers or types permitted in one and the same move, to use a combination of two different types of moves permitted to pieces of another power or type.

17. A game adapted to be played by two players only, comprising a board marked with playing areas arranged in transversely and longitudinally extending rows, all of said playing areas being available for the resting place of any piece, a plurality of the said transverse rows at each end of the board being progressively and symmetrically shorter and therefore containing fewer playing areas, there being at each end of the board beyond and adjoining the shortest row two goal areas only, in side by side juxtaposition in combination with two contrasting sets of playing pieces, each said set being composed of at least two powers or types of pieces, such as "knights" and "men", one only of said powers or types permitted in one and the same move, to use a combination of two different types of moves permitted to pieces of another power or type.

In testimony whereof, I have signed my name to this specification.

GEORGE S. PARKER.