

UNITED STATES PATENT OFFICE.

JAMES GRUNDY, OF PATERSON, NEW JERSEY.

GAME APPARATUS.

935,755.

Specification of Letters Patent.

Patented Oct. 5, 1909.

Application filed December 12, 1908. Serial No. 467,215.

To all whom it may concern:

Be it known that I, JAMES GRUNDY, a citizen of the United States, residing at Paterson, in the county of Passaic and State of New Jersey, have invented a new and useful Game Apparatus, of which the following is a specification.

This invention relates to a game apparatus of the checker-board type, and the object in view is to embody within such a game apparatus a system by which three men or playing pieces can be arranged in a row in a central space on the board or field to simulate the well-known game of "tit-tat-too", and also to confine the player to certain limits in order that the game may be made more interesting.

The drawing shows a plan view of the board illustrating the arrangement of the playing field, and embodying the features of the invention.

The board is preferably square, and has a checkered surface similar to a checker-board. The squares are diagonally disposed, and arranged in groups, each of which contains a like number of squares, nine being shown in the present instance. One of such groups is located at each corner of the board, making four corner groups; another group is intermediate of the corner groups, making four intermediate groups, and one group is located at the center of the board.

The corner groups are indicated by the reference letters A, B, C, and D, respectively, and the squares composing said groups are preferably colored alike. The group A is diagonally opposite the group B, and the group C is diagonally opposite the group D. The intermediate groups are indicated by the reference letters E, F, G and H, respectively, the squares composing said groups being also colored alike, but having a color different from that of the squares composing the corner groups. The group E is directly opposite the group F, and the group G is directly opposite the group H. The center group is designated by the reference letter I, and the squares composing the same are also colored alike, but different from the squares of the corner and intermediate groups.

By the hereindescribed arrangement, the board is divided into a series of groups or fields, each of which is composed of a like number of squares. The center field is the goal to which the game pieces or men are to be moved, and on which they are to be ar-

ranged in a certain order to be presently described.

The squares of the center group I have intersecting parallel lines I' at right angles to each other, which gives them a more distinctive appearance. The board also contains lines which define the limits within which the respective players are permitted to move their pieces in order to reach the goal. These lines extend in parallel pairs from each side edge of the board up to the goal, and said lines intersect the squares of the intermediate fields which are next to the corner fields. Thus there is a line A' running through the squares of the field H which are next to the field A, and a line A'' runs through the squares of the field E which are next to said field A. The field B is bounded in a like manner by lines B' and B'', field C by lines C' and C'', and field D by lines D' and D''.

The game can be played by two, three or four players. When two are to play, the playing should be done from two diagonally opposite corners. To win the game, a player must arrange three of his pieces in a row in the field I. The player first doing so wins the game. Each player has nine pieces, one player's pieces covering the nine squares constituting one of the corner fields, and his opponent nine squares constituting the diagonally opposite corner field. Moving is done the same as in the ordinary game of checkers; for instance, a piece on the square 1 can be moved to 2 or to 3; the next move, if it has been moved to 3, in the previous move, is to 4 or 5, etc. A piece on 6 can be moved to 7, 8, 9, 10, 11 and then to 12; or it could have been played from 6 to 7, 13, 14 and then to 15. The pieces of the field A cannot move beyond the squares crossed by the lines C'' and D'. The pieces of the field B cannot move beyond the squares crossed by the lines C' and D''. The pieces of the field C cannot move beyond the squares crossed by the lines A'' and B', and the pieces of the field D cannot be moved beyond the squares crossed by the lines A' and B''. The pieces are moved toward the center square I which, as already stated, is the goal. But, after a piece has been on any of the squares of the goal, the player reverses his piece, which, as long as it remains on the board, shows its power. It has power the same as a king in checkers to move anywhere on the board, forwardly or rearwardly, but only one

square at a time. Of course, it must be understood that a piece cannot move on any but an unoccupied square. Jumping is done as in the game of checkers. If a player has a piece on 16, one on 17, and one on 11, and his opponent has a piece on 18, the piece cannot be moved from 11 to 12, and that player claim the game, for the piece on 18 would be able to jump to 19 and remove from the board the piece on 12. But if the player, having pieces on 16, 17 and 11, had a piece on 19, he could then move from 11 to 12, and be free from being jumped and taken. If, on the other hand, his opponent was aware of what he was going to do, he could, provided he had a piece on some near square, say two squares away, move it up to the square next to 16 or 17, and then he would have to jump to throw him some distance from the goal. A piece cannot be moved from 11 to 12 even if the player so doing had a piece on 19, 17 and 16, provided his opponent had previously moved a piece up to 16 or 17. It is compulsory to jump. After a player has three pieces in a row, his opponent cannot then move a piece next to him and compel him to jump, for the reason that the game is already ended. The first player having a piece on each of the following squares, free from being jumped, wins the game: 12, 17 and 16; 19, 20 and 21; 15, 22 and 23; 12, 19 and 15; 17, 20 and 22; 16, 21 and 23; 12, 20 and 23; or 16, 20 and 15. In playing a three- or four- handed game, play the other two or three as though they were just one player against you, that is, jump one or all players' pieces when you have an opportunity. Each player has his turn. Play from right to left. Partners have diagonally opposite corners, and when three are arranged in a row, the game is ended, even though one player has only two, his partner the other one, together constituting the complete row. For instance, one player has a piece on 16, and one on 20, and his partner has a piece on 15, the game would be won. It is not permissible to jump partners' pieces.

The board is not confined to any particular mode of application or support, and it may be constructed or arranged to break or fold in the middle after the manner of an ordinary checker-board to reduce its extent and render it convenient for storage when not in use. The size of the squares, the coloring, and general ornamentation are all features which may be varied at will in accordance with the choice and selection of the manufacturer, or the expensive nature of the article produced. In practice the various squares will not be numbered or lettered as in the drawings, such lettering or numbering being resorted to merely to assist in understanding the moves and rules of the game.

What is claimed is:

1. A game board having a checkered surface angular in outline, the squares thereof being diagonally disposed, and arranged in groups containing a like number of squares, said groups comprising corner groups, intermediate groups, and a center group, the center group being the goal.

2. A game board having a checkered surface angular in outline, the squares thereof being diagonally disposed, and arranged in groups containing a like number of squares, said groups comprising corner groups, intermediate groups, and a center group, the center group being the goal, and indicating lines on the board defining the limits within which the respective players may operate.

3. A game board having a checkered surface angular in outline, the squares thereof being diagonally disposed and arranged in groups containing a like number of squares, said groups comprising corner groups, intermediate groups, and a center group, the center group being the goal, and distinctive marks on the squares of the center group.

In testimony that I claim the foregoing as my own, I have hereto affixed my signature in the presence of two witnesses.

JAMES GRUNDY.

Witnesses:

CLARENCE L. CUEMAN,
LESTER A. JOHNSTON.