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(54) BOARD GAME

(71) I, GERALD IVAN WAIN, a British Subject, of 18 Broadwater Close, Woodham Lane, Woking, Surrey, do hereby declare the invention, for which I pray that a patent may be granted to us, and the method by which it is to be performed, to be particularly described in and by the following statement: —

The invention relates to a board game.

According to one aspect of the invention, there is provided a board game, comprising a flat surface having a chequer pattern; and a set of playing pieces comprising an even number and at least eighteen of playing pieces each having a plane unmarked face and an opposite face with one direction indicating means indicating a single direction in which a playing piece can be moved over the surface during play, and two playing pieces each with a plane unmarked face and an opposite face with four direction indicating means indicating four directions in which each of the two pieces can be moved over the surface.

The single direction indicating means may comprise an arrow for indicating a single direction.

The four direction indicating means may comprise a star-shaped device for indicating four directions simultaneously.

The direction indicating means may be a profiled surface feature of the said upper surface for example moulded, embossed, stamped, pressed or otherwise fashioned in or on the upper surface. The direction indicating means may be formed integrally in the upper surface during manufacture.

The direction indicator means may alternatively be printed, painted or otherwise applied to the upper surface.

The playing surface may form part of a board.

A game embodying the invention is hereinafter described, by way of example, with reference to the accompanying drawings, in which: —

Figures 1*a* to 1*d* show perspective views of different playing pieces; and

Figure 2 shows a plan view of a board with a typical mid-game situation when playing the game.

In the drawings cross-hatched parts indicate the colour black on an actual board or playing piece.

Referring to the drawings, a playing piece for playing the game has a body which is square, such as the piece 1 (Figure 1*a*), 2 (Figure 1*c*) or 3 (Figure 1*e*), hexagonal such as the piece 4 (Figure 1*b*), or cylindrical such as the piece 5 (Figure 1*d*). Each playing piece has on an upper surface 6 a direction indicating means 7. The playing pieces thus are in the form of manually movable counters which are tall enough to be gripped in the fingers.

The pieces of Figures 1*a* to 1*d* each have direction indicating means or devices in the form of a single pointed arrow 7 which indicates a single direction while the piece 3 of Figure 1*e* has a direction indicator means in the form of a star 7 with four points which indicate four different directions which are located at 90° to one another. The opposite or lower surface 9 of each piece is plain. The upper 6 and lower 9 surfaces are plane parallel in the embodiments shown.

A set of playing pieces for playing a game embodying the invention has a plurality of pieces with single direction indicating means and two four direction pieces 3. In a typical set of apparatus for playing a game embodying the invention, there is a chequer board 10 having sixty four alternate black and white squares and a set of pieces in which half are identified by an identification code such as colour as for example black with white devices 7 for one player and half are identified by an identification code such as colour, as

for example white with black devices 7 for a second player (Figure 2).

The arrow 7 on each playing piece always indicates the only direction in which the next move of a piece 1 etc. may be made, except in the case of a 4-direction piece or king 3 where there is a choice of four directions of movement.

The object of each player is to manoeuvre his pieces in attack and defence, using both the black and the white squares of the board 10 so as to take his opponents' pieces while at the same time endeavouring to keep and preserve his own (through a player may sacrifice one or more pieces in order to gain some advantage) the game being won by the player who succeeds in taking the last one-way piece his opponent has in play. To win the game it is not necessary that a player should take his opponent's king. If neither player succeeds in taking the last one-direction piece his opponent has in play the game is drawn.

In order to play the game, the players sit opposite to each other with the board 10 placed squarely between them and with the nearest white corner square 11 to the right hand side (Figure 2). The set of pieces of each player's colour is placed face downwards in the two rows of squares across the board nearest to each player so that the plain (lower) surfaces 9 are initially uppermost. In the face downwards position the pieces are out of play and cannot be taken.

During play, the players have alternate moves and white for example makes the opening move. It will be appreciated that there are eight straight line directions in which the pieces may be pointed namely forwards, backwards, to the left, to the right and in the four diagonal directions (as viewed in Figure 2). A piece may be moved however only in the direction its direction indicating means is pointing. A piece may be moved across any number of clear squares and placed on the selected square pointing in any of the eight directions. This constitutes a move. Alternatively a piece may remain on the square it already occupies and be turned to point in another direction. This also constitutes a move. For example in Figure 2 the piece 12 is pointed to the right and the piece on square 13 is pointing diagonally forwards to the left.

During play any one of the players' pieces may at his option take any one of the opponent's pieces if the attacking piece is pointing at the piece to be taken and any intervening squares are clear. The attacking piece is moved on to the square occupied by the piece under attack, the latter at the time time being removed from the board. Thus if it is white's move, the piece on square 14 may move to square 15 of the black piece 12 which is "taken" and removed from the board. In making a "taking" move the attacking piece is not allowed to make any change in direction but must be placed on the square of the piece taken, still pointing in the direction of the "taking" move.

The first move of each one-way piece bringing it into play, must be made in the forward direction only. The piece is turned face upwards and moved forward across any number of clear squares and placed on the selected square pointing in any desired direction. This constitutes a first move.

Alternatively a piece may be turned face upwards upon the square it already occupies and pointed in any desired direction. This also constitutes a first move. Thus pieces in the back row may be brought into play before pieces in the front row.

In making first moves which bring the pieces into play, they are not allowed to "take". The object of turning the pieces face upwards is to indicate their direction of movement as shown by the arrow.

A king piece 3 may be moved in any of the directions indicated by its four pointers; it may be moved across any number of clear squares and when it is set down on the selected square may be placed in square or diagonal orientation. This constitutes the king's move. Alternately the king may remain on the square it occupies and be turned to the alternative orientation. This also counts as a move.

A player brings his king into play by moving one of his pieces on to a square at his opponent's end of the board and, at his own option, immediately completes the move by replacing that piece with the king placed in square orientation on the same square. Should this square be occupied at the time by one of his opponent's pieces, the piece would be "taken" in carrying out this move.

If a player loses his king he may bring it back into play by sacrificing another piece in the manner described above.

A king may attack in one or more of four directions at the same time and may take in any of those directions. Kings may take each other or may "take" or be "taken" by one-way pieces.

The game is won by the player who succeeds in taking the last one-way piece his opponent has in play. Should his opponent have any other pieces on the board at the time, in a face downwards position and therefore not in play, none of these may be brought into play after the last one that he had in play has been taken.

Also the presence of the opponent's king on the board at this stage is immaterial since the last move in the game has been made.

If neither player can succeed in taking his opponent's last one-way piece the result is a draw.

The game requires, it will be understood, that the playing pieces that are in play shall be distinguishable from any that are on the board but not in play, and further that those that are in play shall exhibit a pointing feature to indicate the direction or directions in which they may be moved, while any that are on the board but are not in play shall not exhibit such a direction indicator.

When, in the course of a game, a playing piece has its pointer face uppermost it indicates that the piece is in play and it indicates also the direction or directions in which that piece may be moved. When it has its reverse or plain face uppermost it indicates that the piece is not in play.

In plan view the playing pieces may be square, hexagonal, round or any other suitable shape and their thickness should be such that they may easily be picked up from a flat surface. The pointer device may be printed, painted, transferred, engraved, inset, embossed or otherwise suitably marked on one side of the pieces.

The playing pieces may be made from any suitable material, examples being wood, metal, porcelain, marble, ivory, thermoplastic, thermosetting or casting plastics, or the like.

WHAT I CLAIM IS: —

1. A board game, comprising a flat surface having a chequer pattern; and a set of playing pieces comprising an even number and at least eighteen of playing pieces each having a plane unmarked face and an opposite face with one direction indicating means indicating a single direction in which a playing piece can be moved over the surface during play, and two playing pieces each with a plane unmarked face and an opposite face with four direction indicating means indicating four directions in which each of the two pieces can be moved over the surface.

2. A game according to Claim 1 in which the one direction indicating means tapers to substantially a point to indicate the single direction.

3. A game according to Claim 2, in which the said indicating means is an arrow.

4. A game according to any preceding Claim, in which the said four direction indicating means is a star shape.

5. A board game, substantially as hereinbefore described with reference to and as shown in Figure 2 of the accompanying drawings.

EDWARD EVANS & CO.,
Chancery House,
53-64 Chancery Lane,
London, WC2A 1SD.
Agents for the Applicant.

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1569868 COMPLETE SPECIFICATION
1 SHEET *This drawing is a reproduction of the Original on a reduced scale*

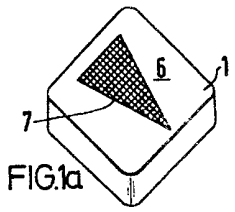


FIG.1a

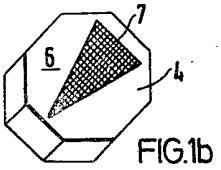


FIG.1b

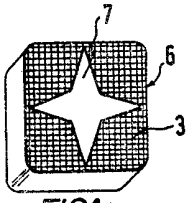


FIG.1e

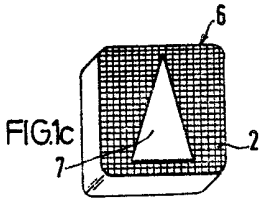


FIG.1c

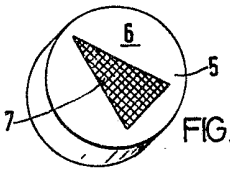


FIG.1d

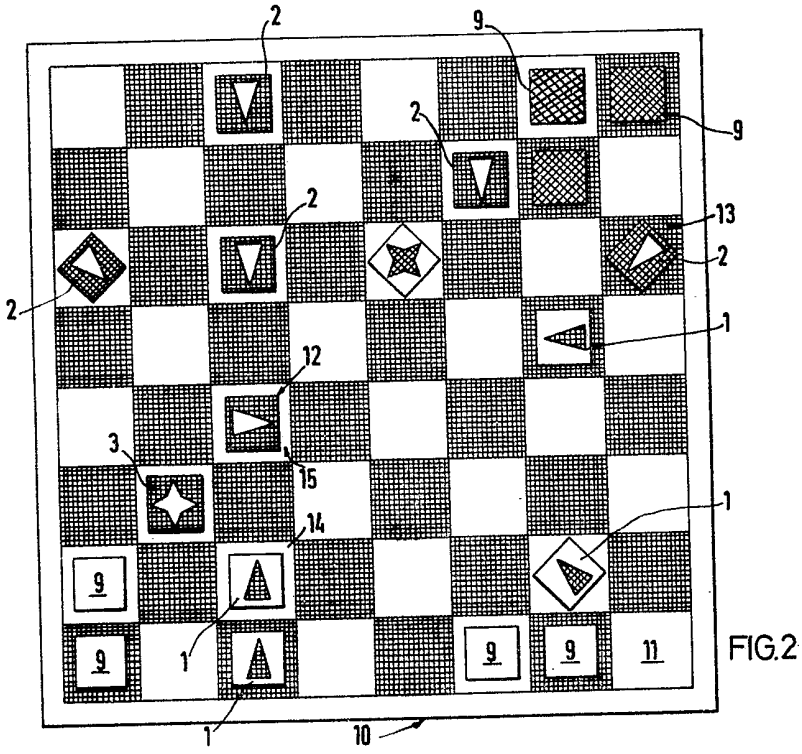


FIG.2